

OFFICIAL TEKKEN™

FIGHTER'S GUIDE

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OFFICIAL TEKKENTM FIGHTER'S GUIDE

by Ben Cureton
& Dan Mueller

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THE OFFICIAL TEKKEN™ FIGHTER'S GUIDE

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Brady Publishing

An Imprint of
Macmillan Computer Publishing
201 West 103rd Street
Indianapolis, Indiana 46290

ISBN: 1-56686-441-0

Library of Congress Catalog No.: 95-080985

Printing Code: The rightmost double-digit number is the year of the
book's printing; the rightmost single-digit number is the number of
the book's printing. For example, 95-1 shows that the first printing of
the book occurred in 1995.

98 97 96 95 4 3 2 1

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This book was produced digitally by Macmillan Computer Publishing
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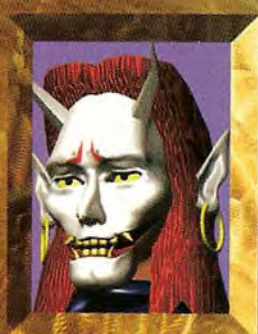
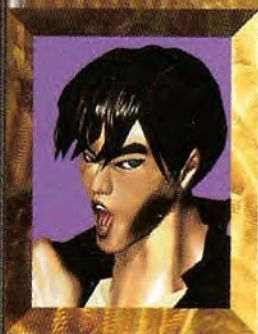
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ABOUT THE AUTHORS

BEN CURETON

A fighting game pro, Ben Cureton has mastered almost every fighting game known to the human race. After spending years playing the Street Fighter II and Virtua Fighter series, he was looking for something new. Newer fighting games arrived and, with the exception of Weapon Lord and Mortal Kombat, nothing sparked his interest... until Tekken. When Tekken was first released in Japan, Ben was instantly hooked. Ben dropped everything and began to play. Now, he's one of the greatest Tekken players of all time. With other video game interests including Ridge Racer, RPGs, Shooters, and Tetris Battle Gaiden, Ben pulled out all the stops to help bring you one of the greatest strategy books ever! Now currently playing Tekken 2, he will never stop playing video games. (Unless he runs outta dough!)

DAN MUELLER

Dan Mueller's fighting game prowess comes as no surprise—he's been playing since the Karate Champ and Ye-ar Kung-Fu days. Always attracted to the weird characters of every fighting game he has ever played, Dan has made it an art to destroy people with unconventional scrappers. He has been known to play a mean Bane, Blanka, and Kung Lao as well. Now playing Ganryu and Kuma, he has no problem squashing people who choose to fight with the "regulars." With other video game interests including Weapon Lord, Ridge Racer, Mortal Kombat, Tetris Battle Gaiden, and Tekken 2, Dan stayed up many nights researching Tekken in order to make sure a great strategy book was constructed. Now deep into Tekken 2, Dan might never leave the arcade!





SPECIAL THANKS

First and foremost, Ben and Dan would like to thank Namco and Namco of Japan for providing the video game community with such a great fighting game. Not often has a company's first attempt at entering the fighting game arena been so prolific. If it hadn't been for the Tekken series, we would still be waiting for SFIII.

Dan and Ben would also like to thank BradyGames Publishing and their entire staff for dedicating their efforts to making quality strategy books. Thanks to BradyGames, gamers everywhere have access to the best fighting strategy around.

Ben Cureton would like to give special thanks to:

Mom Doyle, Alan and Vicci Mueller (for the space and for putting up with Dan and me), Dan Mueller (for making sure we made a great book), "The Feesh," all the people I've played against: Daryl and Duane Beadles, Delano Williams, James Parker, Steve, Chris, Brandon, Ped, Alex, and Jessi H, also, BradyGames Publishing, Debra McBride and the BradyGames Staff, Namco and Namco of Japan, David Gracia, Chris Nicolella, Mike Weigand, and the rest of the people that helped make this book a reality.

Dan Mueller would like to give special thanks to:

Mom and Dad Mueller (for the work-space, grits, and help), Jessi "The Feesh" Harrison (for the ice cream and for putting up with my lack of presence), Ben Cureton (for making sure we made a great book), Aarron Guatimous and Mike Rabdau (for enduring my absence at band practice), BradyGames Publishing, Debra McBride and the BradyGames Staff, Namco and Namco of Japan, and the rest of my friends who I haven't seen in ages (due to the excessive working on this book)!

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KING OF THE IRON FIST!



For those who have been waiting for the ultimate Tekken strategy book, your wait is finally over. In this book, you'll find everything you need to know to become one of the Elite Tekken Masters—who are virtually unbeatable. For the select few who have the desire to join these ranks, your training begins and ends within these pages. Written by two fighting game masters, nothing has been overlooked. Months of research and months of gameplay have all been plowed through just to arm you with raw Tekken power! Read and you may become ... "The King of the Iron Fist."

TEKKEN CHARACTERS

MAIN FIGHTERS

Kazuya Mishima
Paul Phoenix
Marshall Law
Nina Williams
Jack
King
Yoshimitsu
Michelle Chang

The main characters are always selectable in either mode. There are 8 selectable characters to choose from, and each of them has a different ending. You'll probably find one or two characters who you like to play more than others. Once you've mastered your favorite character's moves, try a new fighter—or look for the sub-boss most like your character.

SUB-BOSSSES

Lee
Kuma
Wang
Anna Williams

P. Jack
Armor King
Ganryu
Kunimitsu





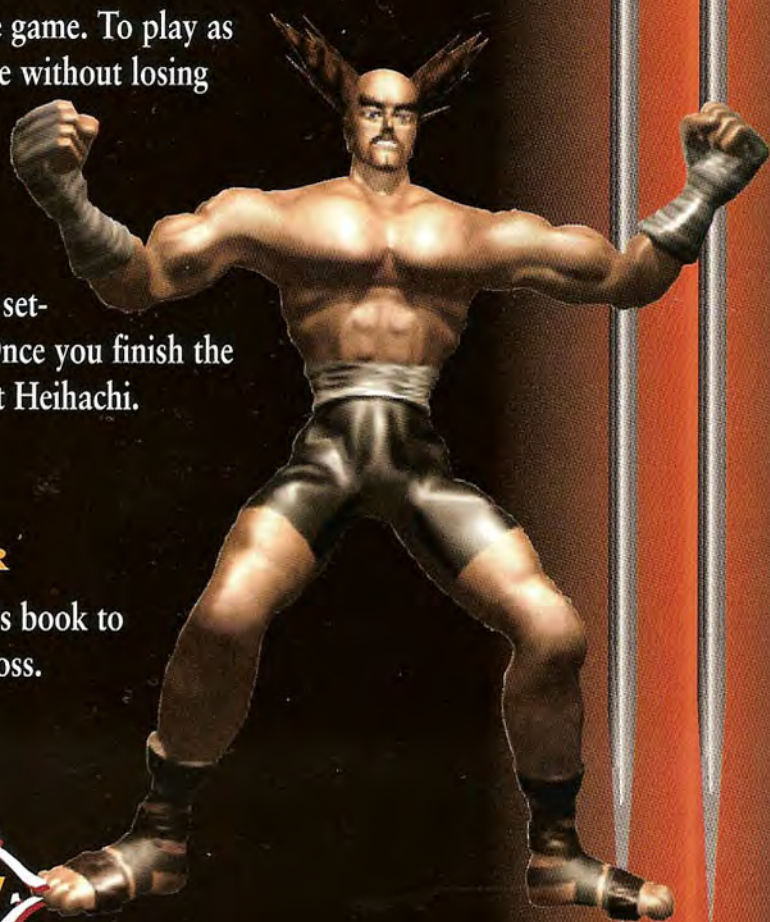
The sub-bosses can be played when you defeat the game by selecting one character and playing to the end. Once you pick a character, you can't switch to another one.

The best and easiest way to get a sub-boss is to go into the Options menu and select the Easy difficulty setting. Then, select 1-round bouts. Once you finish the game, you'll be able to select that character's sub-boss in either single or vs.-player mode.

FINAL BOSS

Heihachi

Heihachi is the final obstacle in the game. To play as Heihachi, you must defeat the game without losing once. You can do this with any character, but you can't continue. The best and easiest way to get Heihachi is to go into the Options menu and select the Easy difficulty setting. Then, select 1-round bouts. Once you finish the game without losing, you can select Heihachi.



SECRET CHARACTER

Check out the Secrets section of this book to find out how to access the secret Boss.

USING THIS BOOK

This section explains the meanings of all the abbreviations and symbols used throughout this book. The general fighting tactics that are common to multiple characters are also discussed.

Reminder: All moves are written assuming that the character is facing to the right. When facing to the left, simply mirror left and right commands.

TERMS & SYMBOLS

LP

Left Punch

RP

Right Punch

LK

Left Kick

RK

Right Kick

→

Tap the Direction key in that direction.

➡

Hold the Direction key in that direction.

P

Pause for a split second between movements and/or button presses. NOTE: This doesn't mean pressing the start button to pause.

,

Links movements and/or button presses made in succession.

+

Links movements and/or button presses made simultaneously.

Special Moves

Movements or attacks unique to a particular fighter.

Variations

Interesting variant moves or attacks derived from a Special Move.



Throws and Grabs

Brutal attacks performed while standing close to an opponent. These maneuvers cannot be blocked, but ducking into the crouched position is one method of avoiding them.

Continuations

Painful "add-on" moves that some characters perform during a particular Throw or Grab. These maneuvers must be performed after the player (you) executes the original Throw or Grab, but before the character finishes performing the original Throw or Grab.

XX% Damage

The percentage of the entire health meter that is eliminated by a specific attack. Some attacks that hit more than once will inflict varying degrees of damage.

FIGHTING BASICS

Block



Retreat



Short Dash



Running ➡ ➡ ➡
(Will Tackle Opponent Upon Contact)

Dive LP + RP
(While Running)

Slide Kick RK
(While Running)

Leaping Side Kick LK
(While Running)

Note: Some characters cannot perform certain dashing attacks.

Ground Hits A crushing blow to a fallen opponent

Quick ↑ RP

Long ↑ RP

Recovery A fighter's method for getting up from the ground. Perform these moves while lying on the ground. Master the recoveries soon, and use them generously.

Stand ↑ or ↓ or LP or RP
(Tap Repeatedly To Get Up Quick)

Roundhouse LK or RK

Forward Roll ➡ (Can Be Followed With Either Kick)

Backward Roll ← (Can Be Followed With Either Kick)

Spring Kick ← LK + RK

Rolling Dive ➡ ➡ LP + RP

Reverse Dive ← ➡ LP + RP



Rising Attacks

A Rising Attack is performed while the character is rising from the crouched position—but before they stand fully. Once mastered, Rising Attacks are quick and deadly.

Combo

A chain of attacks linked together, allowing a fighter to inflict major damage with multiple hits. Some combos will seem to “juggle” the victim in the air—not allowing them to defend once the first hit connects.

10-Hit Combo

Almost every character in the game has a 10-Hit Combo. These combos take some practice, but mastering them will almost ensure victory. All 10-Hit Combos have pauses spread throughout them, which must be observed. Once you get the timing down, you'll be pulling off the 10-Hitter consistently.



GAME OPTIONS

TEST MODE

In Test Mode, you can customize your game to your liking, change your controller settings, save or load a game, toggle the game difficulty and time settings, and also view saved records and times.

OPTION MODE



DIFFICULTY

There are 5 difficulty settings to choose from: Easy, Medium, Hard, Very Hard, and Ultra Hard. The default setting is Medium. Tekken beginners should stick with Easy or Medium. Pros should go with the more difficult settings.

FIGHT COUNT

You can choose how many rounds you must win to be victorious. It can be set from 1 to 5 rounds. When set at 1, matches are over very quickly. To play against a friend, set it on 4 or 5 to be fair.

ROUND TIME

You can choose the time limit for each bout: 20 seconds, 30 seconds, 40 seconds, 50 seconds, 60 seconds, and unlimited time. When set to 20 seconds, you won't have much time to do anything. Unlimited time makes sure you win by power and skill—not by running out of time.



SPEAKER OUT

Select either Stereo or Mono depending on what is available with your television.

B.G.M. SELECT

Here, you can select the original Tekken Arcade music, the newly arranged music for PlayStation, or no music at all.

2P GAME WINS

You can choose the number of wins to be shown with Fruit or Numbers. If you select Fruit, strange shapes will appear instead of fruits after you win 8 matches.

CHARACTER CHANGE

This allows you to choose whether you can change characters if you lose in Arcade Mode and Continue.

KEY CONFIG.

Customize your PlayStation control pad for maximum game play.





RECORDS OPTIONS

TIME RECORD

View the fastest win times, the players' initials, and the characters they played.

2P GAME WINS

View the highest win records for each character played in Arcade Vs. Play Mode.

CHARACTERS

View the most selected characters and the percentage they have been chosen.

MEMORY CARD OPTIONS

CARD SAVE

Here, you can save your game settings, records, and all the special characters you have obtained.

CARD LOAD

If you didn't turn on your system with the memory card inserted, insert the card and select this option to load the card's data.

Kazuya is the oldest son of Heihachi Mishima. Powerful punches and lightning-fast kicks make Kazuya the fighter of choice for many Tekken masters. Kazuya's juggle techniques can eliminate almost any opponent inside a few seconds. To become great with Kazuya, you must have the time and patience to learn each of his special arts—and be able to use them at any time. One of the most aggressive characters in the game, Kazuya is almost unbeatable in the hands of a skilled Tekken player.

KAZUYA

A detailed illustration of Kazuya Mishima in a dynamic fighting pose. He is shirtless, showing his muscular physique, and wears white karate gi pants with a black and yellow belt. He has red boxing gloves and red foot covers. His right arm is extended forward in a punch, while his left arm is bent. His right leg is kicked high in the air. The background is a vibrant, abstract red and orange, suggesting a fiery or intense atmosphere.

VITAL STATS

AGE:	26
HEIGHT:	181CM
WEIGHT:	76KG
BLOOD TYPE:	AB
FAVORITE THING:	HIS FATHER'S HATEFUL LOOKS
HOBBY:	COLLECTING SNEAKERS
CAREER:	INDEPENDENTLY WEALTHY
FIGHTING STYLE:	MISHIMA-STYLE KARATE

SPECIAL MOVES

LEFT RIGHT COMBO

LP, RP



Damage

8%

9%



RISING SUN

↗ RK, RK



Damage

20%

12%



RISING UPPERCUT

↗ ↘ ↗ RP

Damage

24%



DRAGON UPPERCUT

↗ ↘ ↗ LP

Damage

40%





LEAPING SIDE KICK

→ → → LK

24%

Damage



RIGHT SPLITS KICK

→ RK

24%

Damage



TSUNAMI KICK

Rise, RK, RK

16%

20%

Damage



FLASH PUNCH COMBO

LP, LP, RP

8%

8%

16%

Damage



KAZUYA MISHIIMA

FORWARD FLIP KICK

↗ RK, LK (Very Quickly in Succession)

Damage

17%



SPINNING BACKHAND

→ RP

Damage

9%



DEMON SLAYER

LP, RP, RP



Damage

8%

9%

20%



DOUBLE UPPERCUT

↘ LP, RP



Damage

8%

12%





PUNCH TO GET AWAY

↗ RP + RK

20%

Damage



DOUBLE SPIN KICK

→ ↓ ↘ RK, RK

13%

9%

Damage



LEFT SPLITS KICK

→ → LK

20%

Damage



KAZUYA MISHIIMA

THROWS AND GRABS

(WHILE CLOSE)

HIP THROW

RP + RK

Damage

28%



HEAD BUTT

→ → LP + RP

Damage

28%



DOUBLE HIGH SWEEP

LP + LK

Damage

32%



COMBOS

➤ LP, RP ➤ LP ➤ LK



➤ RP, Walk In, LP, Walk In, LP ➤ ↓ ➤ RK



➤ ↓ ➤ RP, Walk In, LP ➤ ↓ ➤ RP ↑ RP ➤ RK, LK



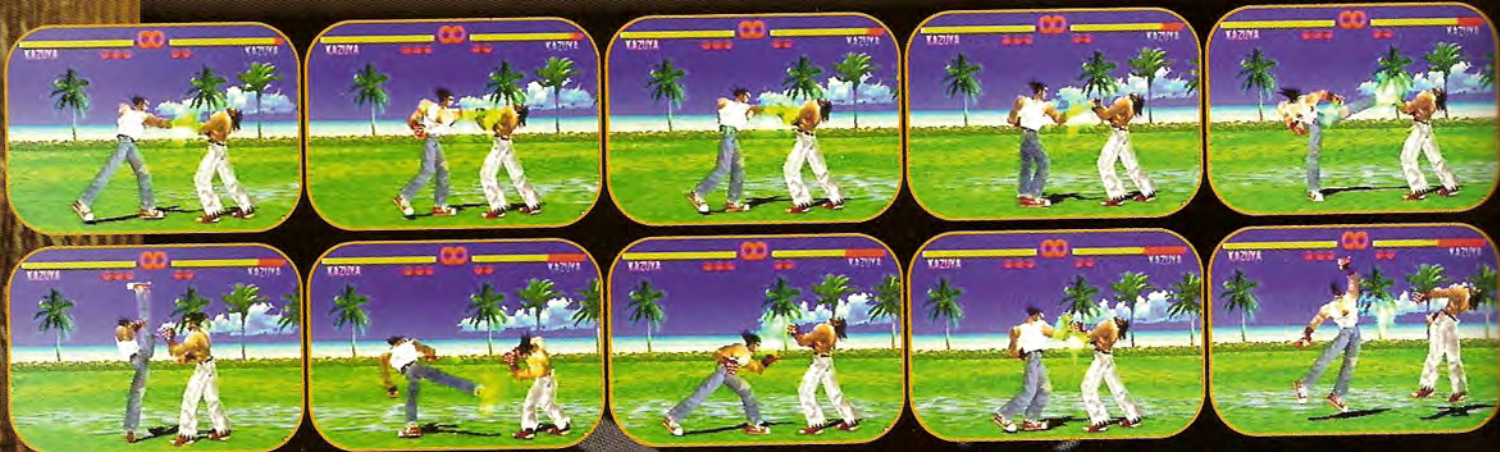
➤ LP, RP, Walk In, ➤ LP, RP ➤ ↓ ➤ RP ↑ RP ➤ RK, LK



KAZUYA MISHIMA

10-HIT COMBO

➔ ➔ RP, LP, RP, P, RP, LK, P, RK, RK, LP, RP, LP



Kazuya's 10-String Combo is very useful for keeping an opponent blocking. When you randomly cut off the end of the 10-String, your opponent will usually still be blocking. This leaves you with another opportunity to throw them.

ADVANCED FIGHTING TECHNIQUES

The most useful move in Kazuya's arsenal is his Double Uppercut. This move is excellent because when it connects, it pops your opponent into the air and gives you the chance to inflict major damage with a huge juggle combo. When playing against someone that always attacks, simply back away. Then, when you sense an attack coming on, use the Double Uppercut to counter.

By using only the first part of Kazuya's Double Spin Kick, you can keep your opponent blocking, which will give you a chance to throw them. Always look for chances to catch your opponent with a quick Hip Throw or Double High Sweep.

A tricky way to get your opponent to walk into some damage is to simply crouch. When your opponent gets too close and tries to attack, just perform the Tsunami Kick, and they won't have time to back away.

With Kazuya, you can almost always keep your opponent at bay with the Rising Uppercut. If you stay out of their range of attack and quickly execute the Rising Uppercut when you see them advance, you'll pop them up into the air—unless they're extremely quick with a block—and set them up for a giant Juggle Combo.

PAUL

A full-page illustration of Paul Phoenix in a dynamic fighting pose. He is a muscular man with a distinctive square jawline and a mohawk hairstyle. He wears a red and black striped gi with a white belt. His right arm is extended forward in a punch, and his left leg is kicked high. The background is a fiery, orange-red gradient with a large, stylized flame or smoke effect behind him.

Unpredictability describes the fighting style of Paul Phoenix. At any given moment, Paul can unleash a deadly barrage of high-damaging attacks that seem to come out of thin air. Paul's pounding Hammer Punch, combined with his Heavy Power Punch, almost seem too powerful for one character to possess. A hot-blooded, well-trained American Kickboxer, Paul has no trouble defeating lesser-trained opponents. He previously fought Kazuya to a draw and considers him his primary rival.

VITAL STATS

AGE:	25
HEIGHT:	187CM
WEIGHT:	81KG
BLOOD TYPE:	O
FAVORITE THING:	PIZZA
HOBBY:	RIDING MOTORCYCLES
CAREER:	UNEMPLOYED BODYGUARD/ STREET FIGHTER
FIGHTING STYLE:	JUDO

SPECIAL MOVES

LEFT RIGHT COMBO

LP, RP



Damage

8%

9%



SHREDDER

(↙ or ↗ or ↘) LK, RK



Damage

20%

20%



JAW BREAKER

↓ ↘ ↗ RP

Damage

24%

24





HEAVY POWER PUNCH

↓ ↘ → RP

40%

Damage



JAB-ROUNDHOUSE

RP, LK

9%

24%

Damage



JAB-SWEEP

RP, ↓ LK

9%

13%

Damage



PAUL PHOENIX

BONE BREAKER

↓RK, RP



Damage

12%

20%



FRONT SCISSORS KICK

→ → RK (Stuns)

Damage

16%



DOWN STRIKE

↓RP

Damage

8%





HOP KICK

→ → LK

16%

Damage

VARIATIONS

→ → LK, RK

→ → LK, RK, RK

→ → LK, RK → RK

→ → LK, RK ↓ RK

DAMAGE

16% 12%

16% 12% 12%

16% 12% 12%

16% 12% 12%



HAMMER PUNCH

↓ LP

12%

Damage



HAMMER PUNCH/POWER PUNCH

↓ LP, → RP

12

24%

Damage



PAUL PHOENIX

THROWS AND GRABS

(WHILE CLOSE)

SHOULDER POP

RP + RK

Damage

28%



OVER THE SHOULDER

LP + LK

Damage

32%



FOOT LAUNCH

LP + LK ←

Damage

32%



PUSH AWAY

⇒ ⇒ LP + RP

Damage

28%

28



COMBOS

➤ RP, Walk In, LP ↓ LP ➡ RP ↑ RP



➤ RP, Walk In, LP, RP ↓ ➤ ➡ RP



➡ ➡ LK, RK (Only Second Kick Should Hit) LP, RP ↓ ➤ ➡ RP



➤ RP ➤ LP, Walk In, ↓ RK, RP ➡ ➡ ↓ RP



➡ ➡ LK, RK (Only Second Kick Should Hit) ➤ LP ➡ ➡ LK, RK



10-HIT COMBO

LP, RP, LK, P, RP, LP, RP, P, LP, RK, RP, LP



The first 3 hits of Paul's 10-Hit Combo can be very helpful when you find yourself needing some space. As your opponent advances, quickly execute the first 3 hits, and you'll smack them with some fast, unblockable damage.

ADVANCED FIGHTING STRATEGIES

The most useful move in Paul's arsenal is his Hammer Punch. It has excellent range and great potential for combos. When used correctly, it can smash oncoming opponents and make them keep their distance. When you see your opponent advancing, quickly use the Hammer Punch/Power Punch attack to push them away. Here, they have only two choices: block and be pushed back, or lose 36% health.

Another good move is Paul's Front Scissors Kick. When used aggressively, you can force your opponent to constantly second guess which way they should block. After a Front Scissors Kick you can attempt a throw or attack low. Either way, your opponent can't always be right, and you will eventually strike where they're not blocking.

Paul's Hop Kicks are helpful when you find yourself away from your opponent. Not only do they bring you closer to your enemy, they can also set up a massive damage juggle combo. If only the second hit connects, your opponent will be popped into the air and be ready to receive a smashing Hammer Punch/Power Punch follow-up. Don't add on the third kick if the second one connects. If your opponent blocks both of the first hits, you can simply add on the third and place it high, medium, or low to confuse them further.



A legendary dragon master, Law works in a Chinese restaurant while dreaming of opening his own martial arts school. On the whole, Law doesn't inflict a great deal of damage. He is, however, an excellent choice for the beginning Tekken player. His combos are relatively easy to learn as are his special arts. Combined with his above-average speed, Law can be a dangerous opponent to almost any character.

LAW

VITAL STATS

AGE:	25
HEIGHT:	179CM
WEIGHT:	69KG
BLOOD TYPE:	B
FAVORITE THING:	MONEY
HOBBY:	FISHING
CAREER:	WAITER/MARTIAL ARTS INSTRUCTOR
FIGHTING STYLE:	MARTIAL ARTS

SPECIAL MOVES

LEFT RIGHT COMBO

LP, RP



Damage

8%

4%



LUNGING SIDE KICK

↘ LK

Damage

12%



SHAOLIN SPIN KICK

RK, LK, RK

Damage

16%

9%

9%



DRAGON LOW KICK

↓ LK

Damage

12%



VARIATIONS

↓ LK, LK

↓ LK, LK → LK

↓ LK, LK, LK

↓ LK, LK, LK → LK

↓ LK, LK, LK, LK

DAMAGE

12% 8%

12% 8% 12%

12% 8% 8%

12% 8% 8% 12%

12% 8% 8% 8%





CATAPULT KICK

↓(↖ or ↗ or ↘) RK

24%

Damage

VARIATIONS

↖ or ↗ or ↘) RK

DAMAGE

24%

↖ or ↗ or ↘) LK + RK

24%



RAPID JABS

LP, LP, LP, LP, LP

8%

4%

4%

4%

4%

Damage



PUNCH/BACKHAND

RP, RP

9%

8%

Damage



RAVE WAR COMBO

➔ RP, RP, RP



Damage

9%

4%

4%



SLIDE KICK

↓↓↓↓ LK

Damage

13%

TRIPLE HEAD KICK

LK, LK, LK

Damage

20%

8%

8%



34



CRESCENT KICK

RK, ↑ LK

16% 24%

Damage



RUNNING SIDE KICK

→ → → LK

24%

Damage



CHARGE POWER PUNCH

↙ LP + RP (↑ ↑ To Cancel)
(Unblockable)

48%

Damage



THROWS AND GRABS

(WHILE CLOSE)

HEADLOCK PUNCH

RP + RK

Damage

24%



RUN UP & DROP

LP + LK

Damage

28%



KNEE LIFT

→ → LK + RK

Damage

20%



COMBOS

Counter, RK, LP, RK ↑ RP



↓ ↑ RK ↘ LP ↓ ↓ ↓ ↓ LK



↘ RP, Walk In, LP ↓ LK, LK ↑ RP



↘ RK, Walk In, LP ↗ RK ↓ ↓ ↓ ↓ LK



↘ RP, Walk In, ↘ LP ↗ RK ↓ LK



10-HIT COMBO

➤ LP, RP, P, RP, LP, LK, P, LK, LK, RK, LK, RK



Law's 10-Hit Combo is a good way to get close to your opponent without running. When you perform the first 3-6 hits, they'll think twice before attempting to attack you. Then, you can sneak in with a surprise throw.

ADVANCED FIGHTING TECHNIQUES

Law's most useful move is his Triple Head Kick. If the first hit is unblocked and in close, the remaining two hits will connect for generous damage. The Triple Head Kick is great for countering an opponent's missed kicks and is a "must-learn" counter for any serious Law player.

Law's ability to quickly vary a Standing Jab and a Shaolin Spin Kick make it easy to catch an opponent while they are trying to attack. After a jab, your opponent will usually try to counter with an attack. By surprising them with a Shaolin Spin Kick, you can kick your opponent out of their attack and pop them into the air—leaving them susceptible to a crushing counter-combo.

Another great surprise move of Law's is his Catapult Kick. As you crouch, your opponent will usually attempt to move in. The Catapult will knock them into the air, and you will have the chance to inflict major damage.

Mysterious assassin, Nina was sent to assassinate Heihachi Mishima, but her real intentions are not clear. Nina is one of the most balanced characters in the game. With her even combination of speed and devastating moves, she poses quite a threat to any opponent. Her arm breaks, when used correctly, can turn the tide of any match in a matter of seconds.

NINA

VITAL STATS

AGE:	20
HEIGHT:	161CM
WEIGHT:	49KG
BLOOD TYPE:	A
FAVORITE THING:	TOM OF "TOM AND JERRY"
HOBBY:	TRAVELING
CAREER:	ASSASSIN
FIGHTING STYLE:	KOPPO TECHNIQUES AND AIKIDO

SPECIAL MOVES

SIDE KICK

↘ LK

Damage

8%

VARIATIONS

- ↘ LK, RP, LK
- ↘ LK, RP, RK
- ↘ LK, LP, RP
- ↘ LK, LK, LK, RK

DAMAGE

8% 8% 16%
8% 8% 12%
9% 9% 4%
8% 4% 6% 8%



JAB/ROUNDHOUSE

RP, RK



Damage

9%

12%

VARIATIONS

- RP, LK
- RP ↘ LK

DAMAGE

9% 16%
9% 17%



LEFT RIGHT COMBO

LP, RP



Damage

4%

4%



VARIATIONS

- LP, RP, RK
- LP, RP, LK

DAMAGE

4% 4% 12%
4% 4% 16%





UPPERCUT/JAB

↘ LP, RP

VARIATION

↘ LP, RP, LP, RP

8%

12%

Damage



CAN OPENER

↗ RK, LK, RK

16%

8%

11%

Damage



JUMP KICK

→ → → LK

16%

Damage



RISING HEEL KICK

(↖ or ↑ or ↗) LK

16%

Damage



NINA

BLONDE BOMB

→ → LP + RP

Damage

25%



FORWARD FLIP KICK

→ → RK (Stuns)

Damage

20%



CHARGE POWER PUNCH

↙ LP + RP (↑ ↑ To Cancel) (Unblockable)

Damage

64%



THROWS AND GRABS

(WHILE CLOSE)



OVER THE BACK TOSS

RP + RK

28%

Damage



ARM GRAB FLIP

LP + LK

28%

Damage



ELBOW SMASH

↘↘ LP

40%

Damage



NINA

JUMPING FLIP

LP + LK →

Damage

28%



BACK HAND SLAP

↓↘→ LP + RP

Damage

9%



Back Hand Slap Continuations:

ARM SNAP



24%

LK,RK,LK,LP + RP

ARM BREAK



16%

LP,LK,RP,LP

Arm Break Continuations:

**FALLING ARM
BREAK**



20%

RP,LP,LK,RK,LP + RP

**DOUBLE ARM
BREAK**



20%

LK,LP,RK,LP +
RP,LP + RP

COMBOS

→ → LP + RP → → ↑ RP



↘ RP → → ↗ LK



↘ RP, LP ↗ RK



↘ RP, LP, RK ↑ RP



↘ RP, LP ↗ RK, LK, RK → → ↓ LK → → RK



10-HIT COMBO


LP, RP, LP, RP, P, LK, P, LK, RP, LP, RP, RK



The first 4 hits of Nina's 10-String are extremely useful for knocking down an opponent's health. This is a great advantage because, if the first hit connects, the remaining 3 are unblockable. Most of the other 10-Strings start off similarly, but Nina's is one of the few that starts off so quickly.

ADVANCED FIGHTING STRATEGIES

Nina's arm breaks are her greatest asset. Usually, you need to trick your opponent in order to grab them. To do this, quickly step back while your opponent is close to you, and then perform the Back Hand Slap. Once you connect with the Back Hand Slap, do the Double Arm Break because it inflicts the most damage. Don't, however, rely on your arm breaks too much or your opponent will wise up to your plans and begin to crouch and counter.

To knock down a close opponent, quickly tap  and press LK. This allows you to perform Nina's Forward Flip Kick for extra damage to the downed opponent. This can be used to stop a charging opponent almost every time.

An excellent way to knock down your opponent is to throw in a few random low attacks, and then surprise them with the Blonde Bomb. If your opponent is still blocking low, they will be smashed with a powerful hit that will send them reeling. Then, you can choose to roll them with a Forward Flip Kick, ground hit, or both!

JACK



Jack is a killing robot developed by the former Soviet Union's military. This high-tech, android bruiser has some of the most damage-inflicting moves in the game. Despite his relatively slow speed, Jack can be dangerous when his techniques are used skillfully. Jack isn't usually played by the better Tekken players, but he possesses all the makings of an excellent character. Practice with Jack will reward you with quick and smashing victories.

VITAL STATS

AGE:	3
HEIGHT:	235CM
WEIGHT:	168KG
BLOOD TYPE:	PLUTONIUM
FAVORITE THING:	PARTS CENTERS IN AKIHABARA
HOBBY:	OVERHAULING HIMSELF
CAREER:	SCRAP METAL FACTORY WORKER
FIGHTING STYLE:	SHEER FORCE

SPECIAL MOVES

GET UP PUNCH

LP + RP
(When Knocked Down)

Damage

9%



MACHINE-GUN BLAST

↙ LP, LP, LP

Damage

20%

20%

20%



VARIATION

DAMAGE

↙ LP, LP, LP ↘ RP

20% 20% 20% 32%

MEGATON BLAST

↙ ↘ ↘ ↘ ↘ RP

Damage

40%



JAB-ELBOW SMASH

RP, LP

Damage

9%

12%





JACK HAMMER

LP, LP, LP

14%

9%

14%

Damage



OVERHEAD SMASH

↘ LP + RP

20%

Damage



HAMMER

Rise, LP + RP

12%

Damage

VARIATION

Rise, LP + RP, LP + RP

DAMAGE

12% 24%



JACK

CROUCHING TRIPLE UPPERCUTS

↘ LP, RP, LP or ↘ RP, LP, RP

Damage

12%

9%

9%



CROSS CUT SAW

→ → LP + RP

Damage

28%



PANCAKE PRESS

↗ LK + RK

Damage

20%



WINDMILL PUNCH

↓ → LP, RP, LP

Damage

9%

9%

9%





WIND UP PUNCH

↙↘↗↖↗ (Can be wound up to 5 times) LP
(To Strike) (Unblockable)



16%

32%

48%

64%

100%

Damage



SIT DOWN

↓ LK + RK

None

Damage

VARIATIONS

LP, RP, LP, RP or RP, LP, RP, LP

→ LP, RP, LP, RP or → RP, LP, RP, LP

DAMAGE

8% 8% 8% 8%

8% 8% 8% 8%



UPPERCUT COMBO

↓ LP, LP, LP, RP, LP



9%

9%

9%

9%

9%

Damage



JACK

THROWS AND GRABS (WHILE CLOSE)

BODY SLAM

RP + RK

Damage 24%



BODY PRESS

LP + LK

Damage 32%



PILE DRIVER

↙ → LP + RP

Damage 52%



BACK BREAKER

↓ ↙ ↘ RP

Damage 32%



OVERHEAD STRIKE

↓ ↙ ↘ LP

Damage 20%



COMBOS

↘ RP → RP → → LP + RP → → ↗ LK + RK



↘ RP, Walk In, ↘ LP, Walk In, ↘ LP ↘ LP + RP



↓ → LP, RP, LP, LP + LK



10-HIT COMBO

↓ RP, LP, P, LP, P, LP, RP, LP, RP, LP, LP + RP, LP + RP



Jack's 10-Hit Combo is perfect for keeping opponents on the defensive. If your opponent does not locate the one chance to break the combo, they'll be forced to block for the duration of the 10 hits.

ADVANCED FIGHTING STRATEGIES

The extended range and speed of the Overhead Smash provides Jack with a way to strike his rival from an extended distance. In many cases, you can use this move to bash a fallen opponent before they have a chance to get up.

Since Jack's Windmill Punch is a powerful series of blows that can knock his opponent to the floor, it can leave them open for a crushing Body Press. By throwing in some random Crouching Attacks, Jack can often trick an opponent into taking the Windmill Punch in the eye.

Because the Uppercut Combo is unblockable after the first hit connects, and because it delivers five blows, it's great for punishing a high-blocking opponent. In addition, it's tough to counter with basic moves. This forces your opponent to counter with special moves. If they miss, they're left wide open for a counterattack.

KING

A muscular man with a leopard head, King, is shown in a fighting pose. He has a golden, metallic-looking body and is wearing black wrestling trunks with a yellow waistband. He is standing on a purple and blue background with a large, stylized 'K' behind him. He has his arms raised in a 'V' shape, with his fists clenched. His mouth is open in a roar, showing sharp teeth. He has a long, spotted tail that is curled behind him. The overall style is that of a classic wrestling promotional image.

Outside the fighting arena, King is an upstanding young man who cares for orphans. But, inside the fighting ring, King is a mysterious masked wrestler. Probably the most powerful character in the game, a well-played King can defeat anyone. King has a slew of pounding throws as well as multiple stuns. In addition, some of King's basic arts can hit a downed opponent.

VITAL STATS

AGE:	30
HEIGHT:	190CM
WEIGHT:	85KG
BLOOD TYPE:	A
FAVORITE THING:	JAGUARS (THE FELINE VARIETY)
HOBBY:	FINDING HOMES FOR ORPHANS
CAREER:	UNKNOWN
FIGHTING STYLE:	PROFESSIONAL WRESTLING

SPECIAL MOVES

LEFT RIGHT COMBO

LP, RP



Damage

9%

9%



EXPLODER

→ → LK + RK (Stuns)

Damage

20%



VARIATION

DAMAGE

→ → → LK + RK

32% (Stuns)

KONVICT KICK

→ → RK

Damage

16%



CAPITAL PUNISHMENT

↗ LP + RP

Damage

28%



REPLAY



STAGGER KICK

↘ RK, RK, RK

13%

5%

5%

Damage



ELBOW DROP

(↖ or ↗ or ↘) RP + RK

28%

Damage



K'S FLICKER

→ → RP

16%

Damage



FOREARM BASH

↘ LP (Stuns)

8%

Damage



GROUND PUNCH

→ →, P, RP

8%

Damage



KING

CROUCHING UPPERCUT

↓ → RP

Damage

16%



HEAD FIRST LUNGE

→ → RP + LP

Damage

12%



JUMPING KNEE DROP

↗ LK + RK

Damage

32%



FRANKENSTEINER

↘ LK + RK (When Close)

Damage

28%



JAB UPPERCUT

RP, LP

Damage

20%

24%



58



JAB/UPPERCUT/FOREARM

➔ RP, LP, LP

8%

8%

8%

Damage



VARIATION

DAMAGE

➔ RP, LP, LP, RP

8% 8% 8% 8%



PUNCH TO MIDSECTION

➔ RP

12%

Damage

THROWS AND GRABS (WHILE CLOSE)



SUPLEX

RP + RK

32%

Damage



KING

HEAD TO KNEE BASH

LP + LK

Damage 24%



FALLING HEADLOCK

↙↘ LP + RP

Damage 36%



TOMBSTONE PILE DRIVER

↙→ LP + RP

Damage 52%



PILE DRIVER

↓↘→ LP

Damage 20%



SPINNING THROW

→↙↘↓↘→ LP

Damage 40%



COMBOS

→ → RP, Walk In, LP → → RP → → P, RP



↓ → RP, Walk In, LP, RP, Walk In, ↗ LK + RK



↙ → LP + RP, Walk Away, ↗ LK + RK



→ → RP ↘ LP, Walk In, ↘ LK + RK

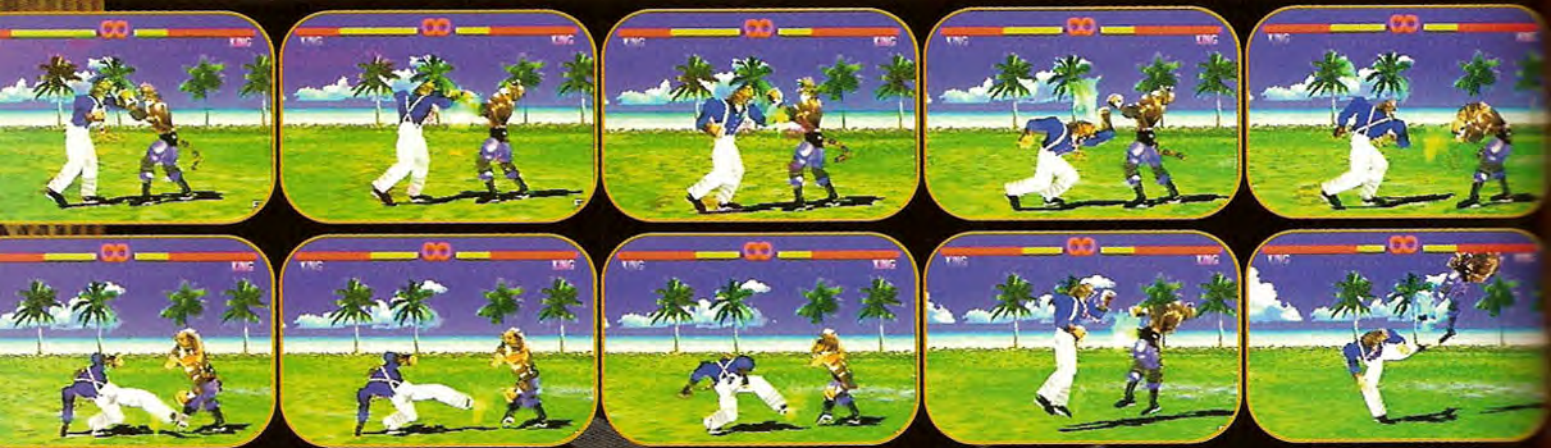


↓ → RP, ↘ RP, → → P, RP



10-HIT COMBO

LP, RP, LP, LP, P, RP, RK, RK, P, RK, LP, LK



King has one of the most impressive-looking 10-Hit Combos in the game. It's also hard to defend against, hard to counter, and downright deadly. The first 4 hits are often used to simply push an opponent back.

ADVANCED FIGHTING STRATEGIES

Throws are King's most powerful asset. With certain throws inflicting 40%–52% damage, King is a killer in close combat. A great tactic is to step away and then lunge in with your choice of throw. If you can pull it off, use the Tombstone Pile Driver because it's by far the deadliest.

King's Forearm Bash is used to stun your opponent, leaving them open for a free hit. Follow up the Forearm Bash with a K's Flicker, then a Frankensteiner, which will hit them on the ground.

Because most of King's attacks hit high, it's good to know that the Stagger Kick, one of his low attacks, can actually stun your opponent. Since this move can hit up to 5 times when countering, as well as stunning your opponent, adding a throw to the end can inflict major damage.

Yoshimitsu is one of the most under-
estimated characters of the game. He's
often ignored because of his seem-
ingly slow moves. With his long-
range attacks, Yoshimitsu can
keep an attacker at bay and
maintain control of any bout. In
any case, this stealthy Samurai
should not be overlooked.

YOSHIMITSU

VITAL STATS

AGE:	UNKNOWN
HEIGHT:	187CM
WEIGHT:	63KG
BLOOD TYPE:	O
FAVORITE THING:	VIDEO GAMES
HOBBY:	WATCHING SUMO WRESTLING
CAREER:	LEADER OF THE MANJI GROUP
FIGHTING STYLE:	MANJI-STYLE JUJITSU

SPECIAL MOVES

POWER BACKHAND

➔ RP
(Turns Opponent Around)

Damage 9%



KNEE BASH

➔ ➔ RK

Damage 16%



UPPERCUT

➤ RP

Damage 12%



SOLAR KICK

➔ ➔ LK + RK

Damage 32%





SHARK ATTACK

LP + RP
(During Solar Kick)

32%

Damage



STONE FIST

← LP
(Up To 6 Times)

8%

Damage

EACH



CROUCHING SPIN KICKS

↙ LK
(Up To 5 Times)

9%

5%

5%

4%

4%

Damage



SPIN ATTACK TO KICK COMBO

→ RK
(During Crouching Spin Kicks)

9%

Damage



YOSHIMITSU

ZIG ZAG

LK, RK



Damage

20%

24%



3 KICK COMBO

RK, RK, RK



Damage

16%

16%

16%



POISON WIND

↗ LK + RK

Damage

16%



DEATH SLASH

↙ LP
(Unblockable)

Damage

12%

66





SWORD POKE

← ← LP
(Unblockable)

48%

Damage



JAB/ROUNDHOUSE

RP, LK

9%

24%

Damage



JAB/SWEEP

RP ↓ LK

9%

13%

Damage



YOSHIMITSU

KNEE CAP

↓↘LK

Damage

9%



THROWS AND GRABS (WHILE CLOSE)

JUMPING BODY SLAM

LP + LK

Damage

32%



SWORD HIT TO FACE

RP + RK

Damage

28%



COMBOS

↘ RP ↘ LP → → RK ↘ LP



→ RP → → RK ↘ LP



↘ RP, LP ↘ LK, LK, LK



↘ RP ↘ LP, LP, LP, LK → → ↘ LP



↘ LP, LP ↘ LK, LK



↘ RP, LK, RK ↑ RP → → ↘ LP



10-HIT COMBO

LP, RP, LP, P, RK, P, RK, RK, LP, LP, LP, LP



The final part of Yoshimitsu's 10-Hit Combo combines one of the most damaging moves in the game. The Sword Poke finish is damaging and exciting to watch as well. You can also use the first 4 hits to protect yourself from quickly advancing adversaries.

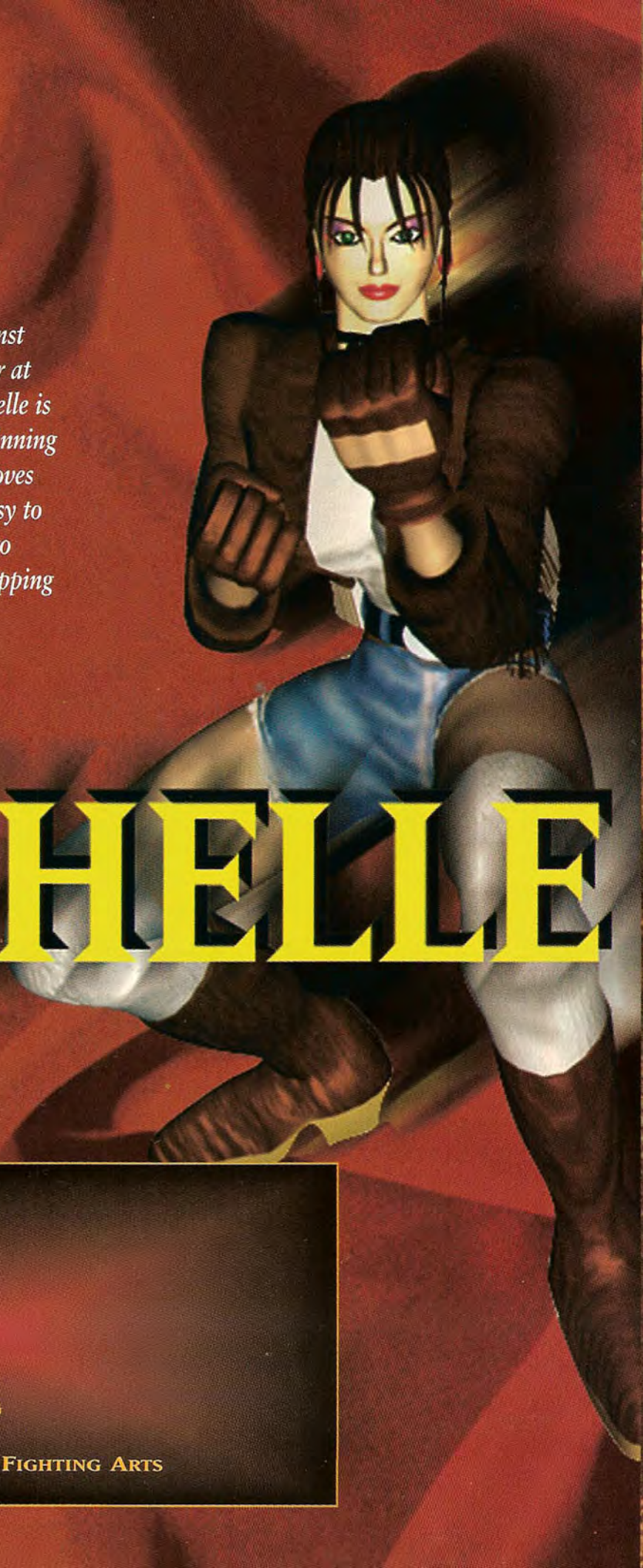
ADVANCED FIGHTING TECHNIQUES

By constantly throwing uppercuts at your opponents, they will have almost no choice but to stand and block. A crouching opponent will be knocked high into the air, allowing you to unleash huge air juggle combos, which will usually leave your opponent lifeless. One of the most useful is the simple yet elegant 4-hit ➤RP ➤LP ➡➡RK ↙LP chain attack.

Yoshimitsu's second strength is that he has two unblockable attacks. The Death Slash can be used at almost anytime to take off a quick portion of health from any opponent. The Sword Poke takes longer to charge but can often kill an opponent with one hit. A good way to utilize this strength is to knock your opponent down, and then begin the motion for the Sword Poke. Usually, an opponent will stand right up into cold steel.

Yoshimitsu has one of the most deceiving moves in the game. The Zig Zag can sometimes fool even the computer. When you are at a distance from your opponent, quickly press LK, RK. The first kick will miss your opponent, leading them into a false sense of safety. Then, out of nowhere, the second hit will smash them to the ground.



Michelle Chang is depicted in a dynamic fighting stance, leaning forward with her fists raised. She has short black hair with bangs and is wearing a brown jacket over a white shirt, blue shorts, and white gloves. The background is a swirling red and orange pattern.

Michelle Chang seeks revenge against Heihachi for the death of her father at the hands of Heihachi's men. Michelle is another good character for the beginning player. Although the bulk of her moves are not very damaging, they are easy to pull off. This allows a new player to work on fighting strategy while chipping away at your opponent's health.

MICHELLE

VITAL STATS

AGE:	18
HEIGHT:	163CM
WEIGHT:	53KG
BLOOD TYPE:	B
FAVORITE THING:	BUFFALO
HOBBY:	HUNTING
CAREER:	NONE
FIGHTING STYLE:	CHINESE FIGHTING ARTS

SPECIAL MOVES

SPIN BEHIND

RP ←

Damage

9%



G-CLEF CANNON

LP, LP, LP



Damage

8%

6%

11%



VARIATION

↘ LP, LP

DAMAGE

9% 11%

SPINNING SWEEP

↓ ↘ RK

Damage

9%



VARIATION

↓ ↘ RK, LK

DAMAGE

9% 20%





SWEEP

↓RK

12%

Damage

VARIATIONS

DAMAGE

↓RK, LP

12% 20%

↓RK, RK

12% 16%

↓RK ↓RK

12% 8%



HEADKICK TO SWEEP

RK ↓RK

16%

12%

Damage

VARIATIONS

DAMAGE

RK ↓RK, LP

16% 12% 20%

RK ↓RK, RK

16% 12% 16%

RK ↓RK ↓RK

16% 12% 8%



SKYSCRAPER KICK

Rise, RK

16%

Damage



MICHELLE CHIANG

FOOT STOMP

↗LK + RK

Damage

20%



TEQUILA SUNRISE

Rise, RP

Damage

14%



VARIATION

Rise, RP, LP, LP

DAMAGE

14% 12%

TWIN ARROW

→ → LP + RP
(Stuns)

Damage

24%



SLOW POWER PUNCH

↘RP

Damage

12%





SLOW POWER PUNCH COMBO

➤ RP, LP (RP Must Hit)

12%

17%

Damage



FRONT SNAP KICK

➤ LK

13%

Damage



HEAVY UPPERCUT

←←← P LP
(Unblockable)

40%

Damage



MICHELLE CHIANG

THROWS AND GRABS (WHILE CLOSE)

KNEE SUPLEX

RP + RK

Damage 28%



WAIST SUPLEX

LP + LK

Damage 28%



BEHIND BACK SUPLEX

LP + RP
(Immediately After Spin-Behind)

Damage 36%



COMBOS

Rise, RP, LP, LP ↓ ↘ RK



LP, LP, LP, Walk In, LP, RK



← ← ← LP, Walk In, LP, Walk In, LP → → LP + RP ↗ LK + RK



↘ RP (RP Must Hit), LP, ↑ RP



← ← ← LP, Rise, RP, LP ↑ RP



MICHELLE CHIANG

10-HIT COMBO

RP, LP, LP, P, RP, LK, LK, LK, P, RK, RK, LP



Michelle has one of the easiest 10-Strings in the game and is therefore a great stepping stone to mastering the 10-Strings for the more difficult characters. Although it's simple, it's also one of the easiest to break out of—so use it wisely.

ADVANCED FIGHTING STRATEGIES

The Skyscraper Kick can be used in a variety of ways. First, it can surprise an advancing attacker. Simply wait in a crouching position, and when the attacker gets near, execute the Skyscraper Kick to send them flying. It can also smack a downed opponent as they attempt to get up.

The Heavy Uppercut is by far Michelle's most powerful move. Not only does it do 40% damage, it also has the potential for amazing combos. Perform this move as soon as an opponent hits the ground after a knock down, and the odds are good that they will take a fist to the gut.

Stun your opponent with the Twin Arrow and you are set to add on a throw. You can also use this move to knock a crouching opponent off their feet. Then, run in and deliver a Foot Stomp for extra damage.



LEE

Like Law, Lee doesn't inflict a great deal of damage. His combos are relatively easy to learn as are most of his special arts. Lee combines the special arts of Law and Paul. This combination makes for an interesting mix—but leaves much to be desired. Lee's biggest strength is his Infinity Kicks because it's almost impossible to escape once it starts. Lee is the sub-boss of Kazuya.

SPECIAL MOVES

LEFT RIGHT COMBO

LP, RP



Damage

8%

4%



LUNGING SIDE KICK

↘ LK

Damage

12%



DRAGON LOW KICK

↓ LK

Damage

12%



VARIATIONS

↓ LK, LK

DAMAGE

12% 8%

↓ LK, LK → LK

12% 8% 12%

↓ LK, LK, LK

12% 8% 8%

↓ LK, LK, LK → LK

12% 8% 8% 12%

↓ LK, LK, LK, LK

12% 8% 8% 8%

CATAPULT KICK

↓↑ (or ↙ or ↗) RK

Damage

24%



VARIATIONS

↓↑ (or ↙ or ↗) RK

DAMAGE

24%

↓↑ (or ↙ or ↗) LK + RK

24%





CRESCENT KICK

RK ↑ LK

16%

24%

Damage



SHAOLIN SPIN KICK

RK, LK, RK

16%

9%

9%

Damage



RAPID JABS

LP, LP, LP, LP, LP

8%

4%

4%

4%

4%

Damage



RAVE WAR COMBO

RP, RP

9%

8%

Damage



VARIATION

→ RP, RP, RP

DAMAGE

9% 4% 4%



LEE

SLIDE KICK

↓↓↓ LK

Damage 13%



TRIPLE HEAD KICK

LK, LK, LK

Damage 20% 8% 8%



JUMP KICK

→ → → LK
(Stuns)

Damage 16%



SPINNING SLIDE KICK

→ →, P, LK + RK

Damage 16%





CHARGE POWER PUNCH

↙ LP + RP (↑ ↑ To Cancel)
(Unblockable)

48%

Damage



FORWARD JUMP KICK

→ →, P, LK

16%

Damage

VARIATIONS

→ →, P, LK, RK

→ →, P, LK, RK, RK

→ →, P, LK, RK → RK

→ →, P, LK, RK ↓ RK

DAMAGE

16% 12%

16% 12% 12%

16% 12% 12%

16% 12% 12%



SHIN KICK

↓ RK

5%

Damage

VARIATIONS

↓ RK, RK

↓ RK ↓ RK

↓ RK ↓ RK, RK

↓ RK ↓ RK ↓ RK, RK

↓ RK, RK, LK, RK

↓ RK, RK ↑ + LK

DAMAGE

5% 12%

5% 12%

5% 12% 12%

5% 12% 12% 12%

5% 12% 12% 12%

12% 16% 24%



INFINITY KICKS

Rise, LK, LK

16%

12%

Damage



VARIATION

Rise, LK, LK ↓ LK, LK

DAMAGE

16% 12% 8% 8%

(Press LK Continuously to prolong attack.)

LEE

LEFT SPLIT KICK

→ → LK

Damage 24%



THROWS AND GRABS (WHILE CLOSE)

HEADLOCK PUNCH

RP + RK

Damage 24%



FOREARM DROP

LP + LK

Damage 28%



KNEE SMASH

→ → LK + RK

Damage 20%



COMBOS

Counter, RK, LK, RK ↑ RP



↓ ↑ RK ↘ LP ↓ ↘ ↓ ↘ LK



↘ RP, Walk In, LP ↓ LK, LK ↑ RP



↗ RK, Walk In, ↘ LP ↗ RK, ↓ ↘ ↓ ↘ LK



↘ RP, ↘ LP, ↘ LK



→ →, P, LK, RK (Only Second Kick Should Hit) Walk In, LP, Walk In, RK, ↑ RP



10-HIT COMBO

➤ LP, RP, P, RP, LP, LK, P, LK, LK, RK, LK, RK



Lee's 10-String is a good way to get close to your opponent without running. By performing the first 3-6 hits, they'll have to think twice before attempting to attack you. This often leads to a surprise throw.

ADVANCED FIGHTING STRATEGIES

Lee's greatest asset is his Infinity Kick. It's nearly impossible for your opponent to stop you once it starts. And since it's easy to do, you can use it almost any time.

Lee's ability to vary a Standing Jab and a Shaolin Spin Kick make it easy to catch an opponent while they're trying to attack. After a jab, your opponent will usually try to counter with an attack. By surprising them with a Shaolin Spin Kick, you can kick your opponent out of their attack and pop them into the air—leaving them susceptible to a crushing counter-combo.

Another great surprise move of Lee's is his Catapult Kick. As you crouch, your opponent will usually attempt to move in. The Catapult Kick will knock them into the air, and you'll have the chance to inflict major damage.

Lee's Forward Jump Kick is helpful when you find yourself away from your opponent. Not only do they bring you closer to your enemy, but they can also set up a massive damage Juggle Combo. If only the second hit connects, your opponent will be popped into the air and be ready to receive a smashing Rave War Combo follow-up. Don't add on the third kick if the second one connects. If your opponent blocks both of the first hits, you can simply add on the third and place it high/medium/or low to confuse them further.



KUMA



Because Kuma plays just like Jack, he also has some of the most damage-inflicting moves in the game. Despite his relatively slow speed, Kuma can be dangerous when his techniques are used skillfully. Kuma's Bear Hug, for example, can even a match-up in just a few seconds. As a sub-boss, Kuma is not often picked by the better Tekken players. Practice with Kuma will reward you with quick and smashing victories. Kuma is the sub-boss of Paul.

SPECIAL MOVES

GET UP PUNCH

LP + RP
(When Knocked Down)

Damage

9%



GRIZZLY CLAW

←↘↓↗RP

Damage

40%



JAB/ELBOW SMASH

RP, LP

Damage

9%

12%



88



BEAR HAMMER

LP, LP, LP

14%

9%

14%

Damage



OVERHEAD SMASH

LP + RP

20%

Damage



BATTER UP

Rise, LP + RP

12%

Damage

VARIATION

DAMAGE

Rise, LP + RP, LP + RP

12% 24%



KUMA

CROUCHING TRIPLE UPPERCUTS

↘ LP, RP, LP or ↘ RP, LP, RP



Damage

12%

9%

9%



DOUBLE CLAW

⇒ ⇒ LP + RP

Damage

28%

PANCAKE PRESS

↗ LK + RK

Damage

20%





WINDMILL PUNCH

↓ → LP, RP, LP

9%

9%

9%

Damage



SIT DOWN

↓ LK + RK

None

Damage

VARIATIONS (WHILE SITTING)

DAMAGE

LP, RP, LP, RP or RP, LP, RP, LP

8% 8% 8% 8%

→ LP, RP, LP, RP or → RP, LP, RP, LP

8% 8% 8% 8%



UPPERCUT COMBO

↓ LP, LP, LP, RP, LP

9%

9%

9%

9%

9%

Damage



KUMA

THROWS AND GRABS

(WHILE CLOSE)

BEAR HUG

RP + RK

Damage

28%



BODY PRESS

LP + LK

Damage

32%



HEAD BUTT

➔ RP + RK

Damage

28%



COMBOS

➤ RP, ➤ RP, ➤ ➤ LP + RP, ➤ ➤, ➤ LK + RK



➤ RP, Walk In, ➤ LP, Walk In, ➤ LP ➤ LP + RP



↓ ➤ LP, RP, LP, LP + LK



10-HIT COMBO

↓ RP, LP, P, LP, P, LP, RP, LP, RP, LP, LP + RP, LP + RP



Kuma's 10-String is perfect for keeping opponents on the defensive. If your opponent doesn't find the one chance to break the 10-String, they'll have to block for the duration of the 10 hits.

ADVANCED FIGHTING STRATEGIES

The extended range and speed of the Overhead Smash provides Kuma with a method for striking his rival from an extended distance. In many cases, you can use this move to bash a fallen opponent before they have a chance to get up.

Because Kuma's Windmill Punch sends a powerful series of blows that can knock his opponent to the floor, it can also leave them open for a crushing Body Press. By throwing in some random crouching attacks, Kuma can often trick an opponent into taking the Windmill Punch in the eye.

Because the Uppercut Combo is unblockable after the first hit connects, *and* delivers 5 blows, it's great for punishing a high blocking opponent. In addition, it's extremely hard to counter with basic moves. This forces your opponent to counter with special moves. If they miss, they're left wide open for a counterattack.



WANG

Wang plays just as Michelle does and is therefore one of the easiest bosses to use. Although the bulk of his moves are not very damaging, they are easy to pull off. This allows a new player to work on fighting strategy while chipping away at his opponent's health. He has the moves of Michelle plus Nina's Blonde Bomb and Paul's Power Punch. Wang is the sub-boss of Law.

SPECIAL MOVES

SPIN BEHIND

RP ←

Damage

9%



G-CLEF CANNON

LP, LP, LP



Damage

8%

6%

11%



VARIATION

↘, LP, LP

DAMAGE

9%, 1%





SPINING SWEEP

↓↘ RK

9%

Damage

VARIATION

↓↘ RK, LK

DAMAGE

9% 20%



SWEEP

↓ RK

12%

Damage

VARIATION

↓ RK, LP

↓, RK, RK

↓ RK ↓ RK

DAMAGE

12% 20%

12% 16%

12% 8%



HEADKICK TO SWEEP

RK ↓ RK

16%

12%

Damage

VARIATION

RK ↓ RK, LP

RK ↓ RK, RK

RK ↓ RK ↓ RK

DAMAGE

16% 12% 20%

16% 12% 16%

16% 12% 8%



WANG

SKYSCRAPER KICK

Rise, RK

Damage 16%



FOOT STOMP

↗ LK + RK

Damage 20%



TEQUILA SUNRISE

Rise, RP

Damage 14%



VARIATION

Rise, RP, LP, LP

DAMAGE

14% 12% 11%

STRONG POWER PUNCH

→ → LP + RP

Damage 25%





SLOW POWER PUNCH

➤ RP

12%

Damage



SLOW POWER PUNCH COMBO

➤ RP, LP (RP Must Hit)

12%

17%

Damage



FRONT SNAP KICK

➤ LK

13%

Damage



POWER PUNCH

➤ RP

13%

Damage



WANG

MEDIUM POWER PUNCH

↘ LP + RP

Damage 20%



HEAVY POWER PUNCH

↓ ↘ ↗ RP

Damage 41%

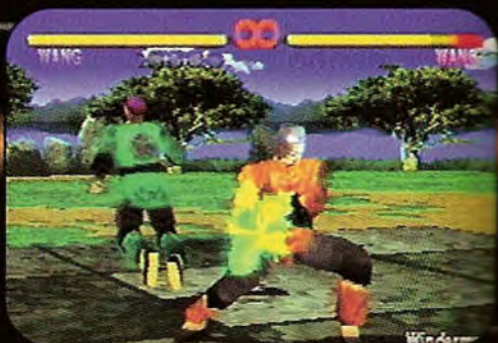


THROWS AND GRABS (WHILE CLOSE)

SPIN BEHIND ELBOW SMASH

RP + RK

Damage 28%



HEADLOCK TOSS

LP + LK

Damage 28%



BEHIND BACK SUPLEX

LP + RP
(Immediately After Spin-Behind)

Damage 36%



COMBOS

Rise, RP, LP, LP ↓ ↘ RK



LP, LP, LP, Walk In, LP, RK



Rise, RP, LP, LP, Walk In, LP ↓ ↘ ↗ RP



↘ RP (RP Must Connect) LP ↑ RP



↘ RP (RP Must Connect) LP ↓ ↘ ↗ RP ↑ RP



WANG

10-HIT COMBO

RP, LP, LP, P, RP, LK, LK, LK, P, RK, RK, LP



Wang has the same 10-Hit Combo as Michelle and is therefore a great stepping stone to mastering the 10-Strings for the more difficult characters. Although it's simple, it's also one of the easiest to break out of—so use it wisely.

ADVANCED FIGHTING STRATEGIES

The Skyscraper Kick can be used in a variety of ways. First, it can surprise an advancing attacker. Simply wait in a crouching position, and when the attacker gets near, execute the Skyscraper Kick to send them flying. You can also use it to smack a downed opponent as they attempt to get up.

The Heavy Power Punch is by far Wang's most powerful move. Not only does it do 40% damage, it also has the potential for amazing combo finishes. Perform this move as soon as you knock your opponent into the air, and they are sure to feel the wrath of a devastating eye-jammie.

An excellent way to knock down your opponent is to throw in a few random low attacks, and then surprise them with the Strong Power Punch. If your opponent is still blocking low, they will be smashed with a powerful hit that will send them reeling.

The Medium Power Punch is great for hitting downed opponents. If you're fast enough, you can usually hit a downed opponent multiple times before they have a chance to get away. This is a very deceiving move because it hits high when it looks as if you should block it low.



ANNA

Anna is one of the best sub-boss characters in the game. With her even combination of speed and devastating moves, she poses quite a threat to any opponent. Her Arm Breaks, when used correctly, can turn the tides of any match in a matter of seconds. Anna uses the combined moves of Law and Nina. Anna is the sub-boss of Nina.



SPECIAL MOVES

SIDE KICK

↘ LK

Damage

8%

VARIATIONS

↘ LK, RP, LK

↘ LK, RP, RK

↘ LK, LP, RP

↘ LK, LK, LK, RK

DAMAGE

8% 8% 16%

8% 8% 12%

9% 9% 4%

8% 4% 6% 8%



JAB/ROUNDHOUSE

RP, RK



Damage

9%

12%

VARIATIONS

RP, LK

RP, ↘ LK

DAMAGE

9% 16%

9% 17%



UPPERCUT/JAB

↘ LP, RP

Damage

8%

12%

VARIATION

↘ LP, RP, LP, RP





LEFT-RIGHT COMBO

LP, RP

4%

4%

Damage



VARIATIONS

LP, RP, RK

LP, RP, LK

DAMAGE

4% 4% 12%

4% 4% 16%



CAN OPENER

↗ RK, LK, RK

16%

8%

11%

Damage



JUMP KICK

→ → → LK

16%

Damage



ANNA

RISING HEEL KICK

(↖ or ↑ or ↗) + LK

Damage 16%



BLONDE BOMB

⇒ ⇒ LP + RP

Damage 25%



FORWARD FLIP KICK

⇒ ⇒ RK (Stuns)

Damage 20%



CHARGE POWER PUNCH

↖ LP + RP
(↑ ↑ To Cancel) (Unblockable)

Damage 64%



SLAP COMBO

← LP, LP, LP



Damage

8%

8%

10%



ARM SWEEP

↓↘ RP

12%

Damage



SLAP

↓→ RP

20%

Damage



GROIN PUNCH

↓→ LP

20%

Damage



CATAPULT KICK

↓(↖ or ↗ or ↘) RK

24%

Damage

VARIATION

↓(↖ or ↗ or ↘) RK

DAMAGE

24%

THROWS AND GRABS



OVER THE BACK TOSS

RP + RK

107

28%

Damage

ANNA

ARM GRAB FLIP

LP + LK

Damage

28%



ELBOW SMASH

↘↘ LP

Damage

40%



JUMPING FLIP

LP + LK →

Damage

28%



BACKHAND SLAP

↓↘→ LP + RP

Damage

12%



Backhand Slap Continuations:

ARM SNAP



24%

LK, RK, LK, LP + RP

ARM BREAK



16%

LP, LK, RP, LP

Arm Break Continuations:

**FALLING ARM
BREAK**



20%

RP, LP, LK, RK,
LP + RP

**DOUBLE ARM
BREAK**



LK, LP, RK, LP +
RP, LP + RP

→ → LP + RP → → ↑ RP



RP → → ↘ LK



RP, LP ↘ RK



RP, LP, RK ↑ RP



RP, LP ↘ RK, LK, RK → → RK

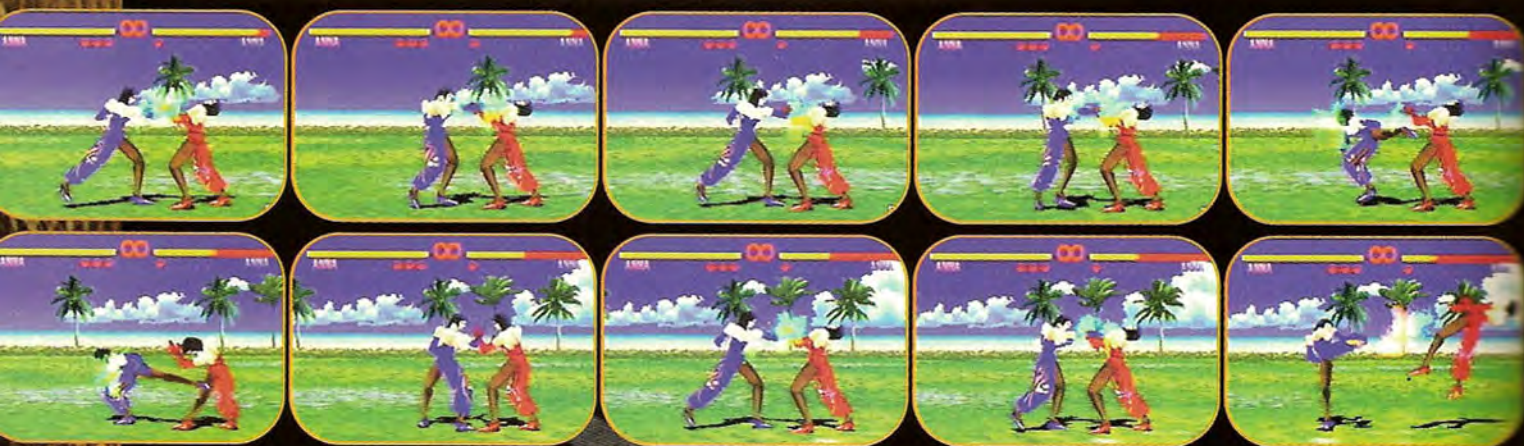


↑ RK, Walk In, LP, RP ↘ LK → → RK



10-HIT COMBO

LP, RP, LP, RP, P, LK, P, LK, RP, LP, RP, RK



The first 4 hits of Anna's 10-String are extremely useful for taking off health quickly. This is a great advantage because, if the first hit scores, the remaining 3 are unblockable. Most of the other characters' 10-Strings start off similarly, but Anna's is one of the few that starts off so quickly.

ADVANCED FIGHTING STRATEGIES

Anna's Arm Breaks are her greatest asset. Usually, you must trick your opponent in order to grab them. This is accomplished by quickly stepping back while your opponent is close to you, and then performing the Backhand Slap. Once you connect with the Backhand Slap, go for the Double Arm Break because it inflicts the most damage. Don't, however, rely on your Arm Breaks too much or your opponent will wise up to your plans and begin to crouch and counter.

To knock down a close opponent, quickly tap up and press LK. This allows you to perform her Forward Flip Kick for extra damage to the downed opponent. This can be used to stop a charging opponent almost every time.

An excellent way to knock down your opponent is to throw in a few random low attacks and then surprise with the Blonde Bomb. If your opponent is still blocking low, they'll get smashed with a powerful hit that will send them reeling. Then, you can choose to roll them with a Forward Flip Kick, ground hit—or both!

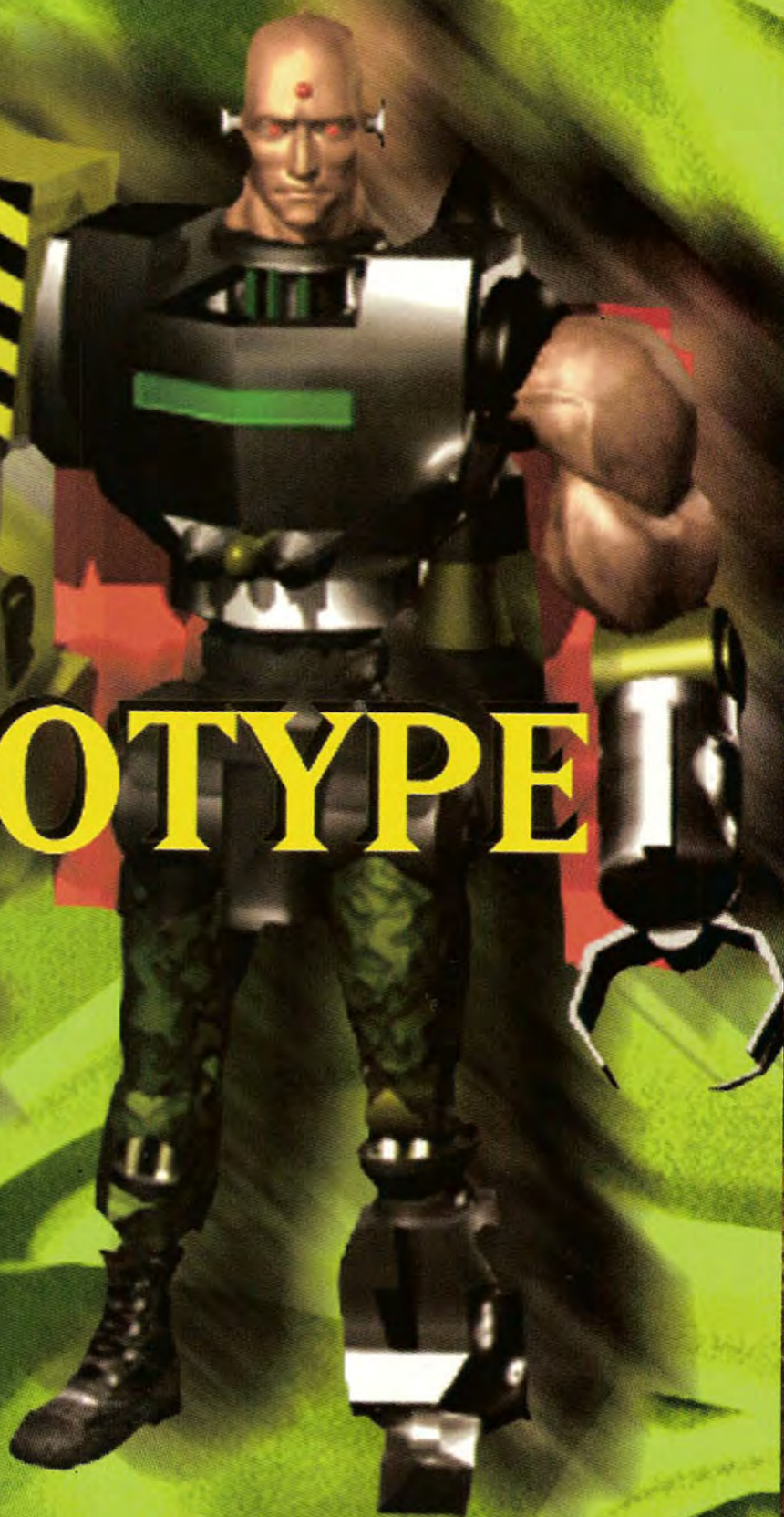
In addition to Nina's and Law's special arts, Anna's Slap Combo is great for stopping advancing opponents. If you connect with the first hit, the remaining 2 will strike and knock over your opponent. Then, just add a Forward Flip Kick to hit them on the ground.

Another great surprise move is Anna's Catapult Kick. As you crouch, your opponent will usually attempt to move in. The Catapult Kick will knock them into the air, and you will have the chance to inflict major damage.



s state-of-the-art, android brusier
some of the most damage-
icting moves in the
e. P. Jack combines the
es of Jack and Paul.
pite his relatively slow
ed, P. Jack can be dan-
ous when his tech-
ues are used skillfully.
ack is the sub-boss of

PROTOTYPE JACK



SPECIAL MOVES

GET UP PUNCH

LP + RP (When Knocked Down)

Damage

9%



MACHINEGUN BLAST

↙ LP, LP, LP

Damage

20%

20%

20%



VARIATION

DAMAGE

↙ LP, LP, LP, ↘ RP

20% 20% 20% 32%

MEGATON BLAST

↙ ↘ ↓ ↘ RP

Damage

40%



JAB-ELBOW SMASH

RP, LP

Damage

9%

12%





JACK HAMMER

LP, LP, LP

14%

9%

14%

Damage



OVERHEAD SMASH

↘ LP + RP

20%

Damage



HAMMER

Rise, LP + RP

VARIATION

Rise, LP + RP, LP + RP

DAMAGE

12% 24%

12%

Damage



CROUCHING TRIPLE UPPERCUTS

↘ LP, RP, LP or ↘ RP, LP, RP

12%

9%

9%

Damage



P. JACK

CROSSCUT SAW

→ → LP + RP

Damage 28%



PANCAKE PRESS

↗ LK + RK

Damage 20%



WINDMILL PUNCH

↓ → LP, RP, LP

Damage 9% 9% 9%



WIND UP PUNCH

↙ ↓ ↘ → ↗ (Can Be Wound Up To 5 Times)
LP (To Strike)

Damage 16% 32% 48% 64% 100%





SIT DOWN

↓ LK + RK

None

Damage

VARIATIONS (WHILE SITTING)

RP, LP, RP or RP, LP, RP, LP

DAMAGE

8% 8% 8% 8%

LP, RP, LP, RP or → RP, LP, RP, LP

8% 8% 8% 8%



UPPERCUT COMBO

↓ LP, LP, LP, RP, LP

9%

9%

9%

9%

9%

Damage



MEGATON UPPERCUT

←←↓→LP

32%

Damage



P. JACK

POWER HAMMER

↓ LP

Damage 12%

VARIATION

DAMAGE

↓ LP → RP

12% 24%



THROWS AND GRABS (WHILE CLOSE)

BODY SLAM

RP + RK

Damage 24%



BODY PRESS

LP + LK

Damage 32%



COMBOS

↘ RP, → RP, → → LP + RP, → →, ↗ LK + RK



↘ RP, Walk In, ↘ LP, Walk In, ↘ LP ↘ LP + RP



↘ → LP, RP, LP, LP + LK



↘ RP, → RP, ↘ LP → RP, ↗ RP



10-HIT COMBO

↓ RP, LP, P, LP, P, LP, RP, LP, RP, LP, LP + RP, LP + RP



P. Jack's 10-String is perfect for keeping opponents on the defensive. If your opponent doesn't find the one chance to break the 10-String, they'll have to block for the duration of the 10 hits.

ADVANCED FIGHTING STRATEGIES

The most useful move in P. Jack's arsenal is his Power Hammer. It has excellent range and great potential for combos. When used correctly, it can smash oncoming opponents and make them keep their distance. As you see your opponent advancing, quickly use the Power Hammer Variation to push them away. This leaves your adversary with only two choices: block and be pushed back, or, lose 36% health.

The extended range and speed of the Overhead Smash provides P. Jack with a way to strike a rival from an extended distance. In many cases, you can use this move to bash a fallen opponent before they have a chance to get up.

Because P. Jack's Windmill Punch is a powerful series of blows that can knock his opponent to the floor, it can also leave them open for a crushing Body Press. By throwing in some random crouching attacks, P. Jack can often trick an opponent into taking the Windmill Punch in the eye.

Because the Uppercut Combo is unblockable after the first hit connects, *and* delivers five blows, it is great for punishing a high-blocking opponent. In addition, it's extremely hard to counter with basic moves. This forces your opponent to counter with special moves. If they miss, they are left wide open for a counterattack.



Probably the most powerful
sub-boss in the game, a well-
timed Armor King has no
trouble defeating almost any-
one. Armor King has all of
King's pounding throws as well
as multiple stuns. In addition,
he has a Piledriver that
inflicts 65% dam-
age. Armor
King also
incorporates
King's
percussive
cuts to make
him very hard to
fight. Armor King is the
sub-boss of King.

ARMOR KING



SPECIAL MOVES

LEFT RIGHT COMBO

LP, RP



Damage

9%

8%



EXPLODER

⇒ ⇒ LK + RK
(Stuns)

Damage

20%



VARIATION

DAMAGE

⇒ ⇒ ⇒ LK + RK

32% (Stuns)

KONVICT KICK

⇒ ⇒ RK

Damage

16%



CAPITAL PUNISHMENT

↗ LP + RP

Damage

28%

120





STAGGER KICK

➤ RK, RK, RK

13%

5%

5%

Damage



ELBOW DROP

(↙ or ↑ or ↗) RP + RK

28%

Damage



K'S FLICKER

➡ ➡ RP

16%

Damage



FOREARM BASH

➤ LP (Stuns)

8%

Damage



GROUND PUNCH

➡ ➡, P, RP

8%

Damage



ARMOR KING

CROUCHING UPPERCUT

↓ → RP

Damage 16%



HEAD FIRST LUNGE

→ → RP + LP

Damage 12%



JUMPING KNEE DROP

↗ LK + RK

Damage 32%



FRANKENSTEINER

↘ LK + RK (When Close)

Damage 28%



JAB UPPERCUT

RP, LP

Damage 9% 12%





JAB/UPPERCUT/FOREARM

➔ RP, LP, LP

8%

8%

8%

Damage



VARIATION

DAMAGE

➔ RP, LP, LP, RP

8% 8% 8% 8%



PUNCH TO MIDSECTION

➔ RP

12%

Damage



TIGER UPPERCUT

➔ ↓ ➔ RP

24%

Damage



DRAGON UPPERCUT

➔ ↓ ➔ LP

40%

Damage



ARMOR KING

THROWS AND GRABS

(WHILE CLOSE)

SUPLEX

RP + RK

Damage 32%

VARIATION
↓↓↓ LP + RP
(During Suplex)

DAMAGE
32%



HEAD TO KNEE BASH

LP + LK

Damage 24%



FALLING HEADLOCK

↙↙ LP + RP

Damage 40%



TOMBSTONE PILE DRIVER

↙➡ LP + RP

Damage 52%



PILE DRIVER

↓➡➡ LP

Damage 20%



SPINNING THROW

➡↙↙↓➡➡ LP

Damage 40%



COMBOS

→ → RP, Walk In, LP → → RP → →, P, RP



↘ → RP, Walk In, LP, RP, Walk In, ↗ LK + RK



↔ → LP + RP, Walk Away, ↗ LK + RK



→ → RP ↘ LP, Walk In, ↘ LK + RK



↘ → RP ↘ RP → →, P, RP



→ ↓ ↘ RP, Walk In, LP → ↓ ↘ RP ↑ RP



10-HIT COMBO

LP, RP, LP, LP, P, RP, RK, RK, P, RK, LP, LK



Like King, Armor King has one of the most impressive-looking 10-Strings in the game. It's hard to defend against, hard to counter, and downright deadly. The first 4 hits are often used to simply push an opponent back.

ADVANCED FIGHTING STRATEGIES

Throws are King's most powerful asset. With certain throws inflicting 40% to 52% damage, King is a killer in close combat. A great tactic is to step away and then lunge in with your choice of throw. Stick to the Piledriver and Jumping Piledriver since they are by far the deadliest.

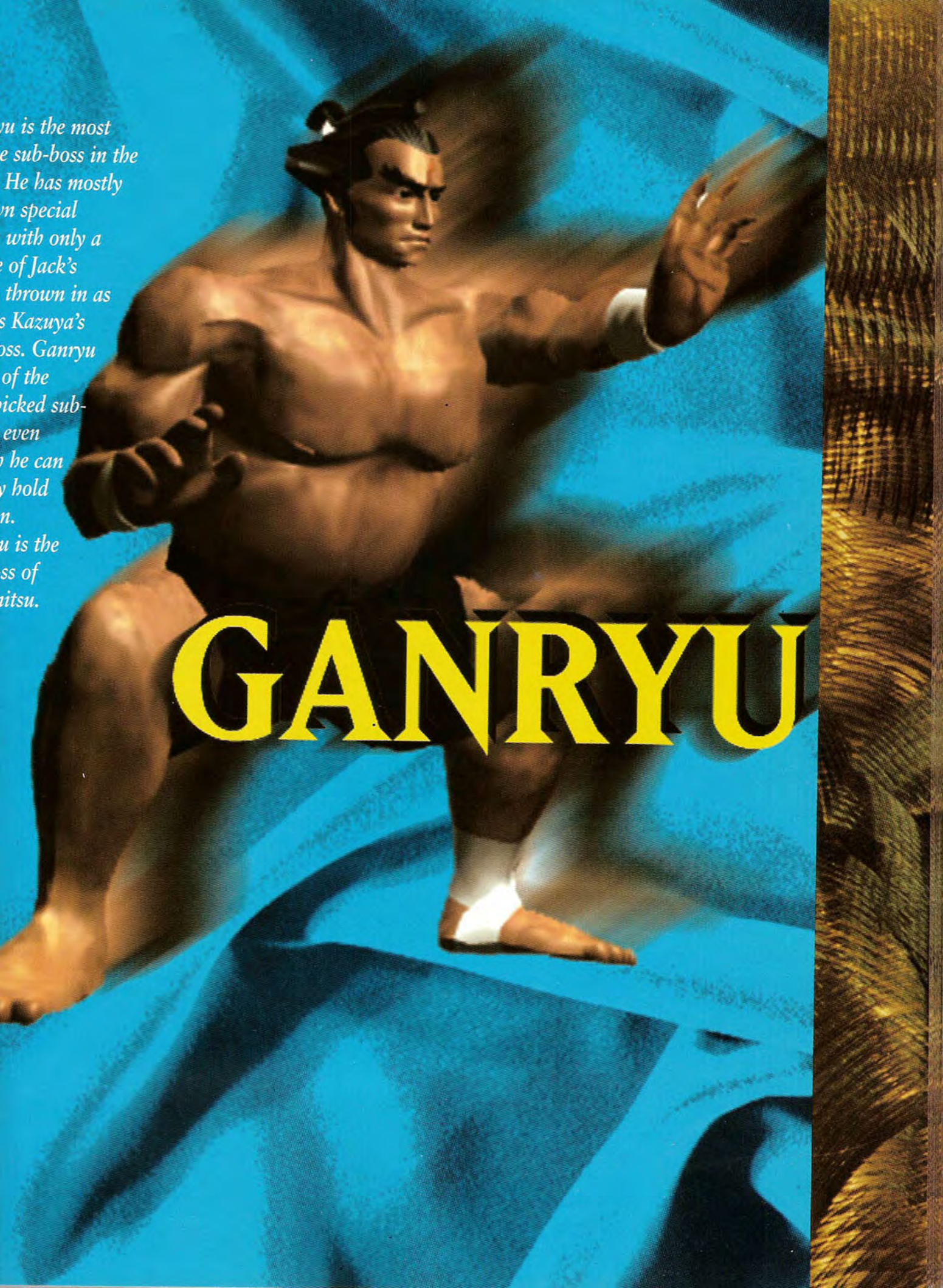
Armor King's Forearm Bash can stun your opponent, leaving them open for a free hit. Follow up the Forearm Bash with a K's Flicker, then a Frankensteiner, which will hit them on the ground.

Since most of Armor King's attacks hit high, it's good to know that the Stagger Kick is a low attack that can actually stun your opponent. Since this move can hit up to five times when countering, as well as stunning your opponent, adding a throw to the end can inflict major damage.

With Armor King, you can almost always keep your opponent at bay with the Crouching Uppercut. If you stay out of their range of attack and quickly execute the Crouching Uppercut when you see them advance, you'll pop them up into the air (unless they are quick to block). This sets them up for a giant juggle combo. When they land, you can hit them with a quick Frankensteiner.

He is the most
the sub-boss in the
He has mostly
in special
with only a
of Jack's
thrown in as
s Kazuya's
boss. Ganryu
of the
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even
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GANRYU



SPECIAL MOVES

OPEN PALM COMBO

➔ LP, RP, LP, RP, LP, RP, LP, RP
or ➔ RP, LP, RP, LP, RP, LP, RP, LP

Damage

9%

8%

8%



GET UP PUNCH

LP + RP
(When Knocked Down)

Damage

9%



SUMO STOMP

↓RK

Damage

36%



JAB/ELBOW SMASH

RP, LP

Damage

9%

12%



128



SUMO HAMMER

LP, LP, LP

14%

9%

14%

Damage



OVERHEAD SMASH

↘ LP + RP

20%

Damage



BATTER UP

Rise, LP + RP

12%

Damage

TION

+ RP, LP + RP

DAMAGE

12% 24%



GANRYU

TRIPLE UPPERCUT

↘ LP, RP, LP or ↘ RP, LP, RP



Damage

12%

9%

9%



STRONG OPEN PALM

←↘↘↓↘ RP

Damage

40%



DOUBLE PALM CRUSH

⇒⇒ LP + RP

Damage

28%



SUMO SQUASH

↗ LK + RK

Damage

20%





WINDMILL PUNCH

↓ → LP, RP, LP

9%

9%

9%

Damage



DOUBLE STEP-IN-PALM

↓ RP, RP

12%

8%

Damage



UPPERCUT COMBO

↓ LP, LP, LP, RP, LP

9%

9%

9%

9%

9%

Damage



GANRYU

THROWS AND GRABS

(WHILE CLOSE)

HIP THROW

RP + RK

Damage 28%



BODY SLAM

LP + LK

Damage 28%



OVER THE BACK THROW

RP + RK ➔

Damage 28%



COMBOS

RP → RP, LP → → LP + RP ↑ RP



RP → RP, LP ↘ LP + RP → → ↗ LK + RK



RP → RP ↓ RP, RP ↑ RP



RP ↘ LP → LP, RP ↓ RP



ADVANCED FIGHTING TECHNIQUES


Unfortunately, Ganryu has no 10-Hit Combo.

Because Ganryu's Windmill Punch is a powerful series of blows that can knock his opponent to the floor, it can also leave them open for a crushing Sumo Squash. By throwing in some random crouching attacks, Ganryu can often trick an opponent into taking a Windmill Punch in the eye.

The extended range and speed of the Overhead Smash provides Ganryu with a way to strike his opponent from a distance. In many cases, you can use this move to bash a fallen opponent before they have a chance to get up.

Because the Uppercut Combo is unblockable after the first hit connects, *and* it delivers five blows, it's great for punishing a high-blocking opponent. In addition, it's extremely hard to counter with basic moves. This forces your opponent to counter with special moves. If they miss, they're left wide open for a counter-attack.

Ganryu's Double Step-In Palm is an excellent Juggle-Combo. It's also good for hitting a fallen opponent.

A full-page illustration of Kunimitsu, a character from the Tekken fighting game series. He is depicted in a dynamic, forward-leaning pose, holding two kunai (throwing knives) in his hands. He has a pale, mask-like face with red markings around the eyes and mouth, and red hair. He is wearing a blue, horizontally-ribbed jumpsuit and black boots. The background is a swirling, purple and blue vortex. On the right side of the image, there is a vertical strip of golden, textured material, possibly representing a book cover or a decorative element.

Kunimitsu is one sub-boss with much to be desired. It's much easier to stick with Yoshimitsu if you like Kunimitsu, because Kunimitsu lacks a few of Yoshimitsu's special techniques. With his long-range attacks, Kunimitsu can still keep an attacker at bay, but he has trouble inflicting damage. Kunimitsu is the sub-boss Michelle.

KUNIMITSU

SPECIAL MOVES

POWER BACKHAND

→ RP
(Turns Opponent Around)

Damage 9%



KNEE BASH

→ → RK

Damage 16%



UPPERCUT

↘ RP

Damage 12%



SOLAR KICK

→ → LK + RK

Damage 32%





SHARK ATTACK

LP + RP
(During Solar Kick)

32%

Damage



STONE FIST

← LP
(Up To 6 Times)

8%

8%

8%

8%

8%

8%

Damage



CROUCHING SPIN KICKS

↙ LK
(Up To 5 Times)

9%

5%

5%

4%

4%

Damage



SPIN ATTACK TO KICK COMBO

→ RK
(During Crouching Spin Kicks)



Damage

9%



ZIG ZAG

LK, RK



Damage

20%

24%



3 KICK COMBO

RK, RK, RK



Damage

16%

16%

16%



138



POISON WIND

↗ LK + RK

16%

Damage



JAB/ROUNDHOUSE

RP, LK

9%

24%

Damage



JAB/SWEEP

RP ↓ LK

9%

13%

Damage



KNEE CAP

↓↘LK

Damage

9%



THROWS AND GRABS

JUMPING BODY SLAM

LP + LK

Damage

32%

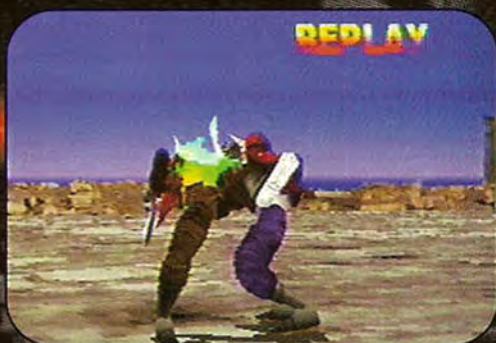


SICKLE BASH

RP + RK

Damage

28%



COMBOS

← LP, LP ↙ LK, LK



RP, LK, RK → → ↑ RP



→ RP → → RK



↘ RP ← LP, LP → → RK ↗ RK + LK



7-HIT COMBO

LP, RP, LP, P, RK, P, RK, RK, LP



Kunimitsu shares a portion of Yoshimitsu's 10-hit combo. You can also use the first 4 hits to protect yourself from advancing adversaries.

ADVANCED FIGHTING TECHNIQUES

Like Yoshimitsu, Kunimitsu has one of the most deceiving moves in the game. The Zig Zag can sometimes fool even the computer. When you're at a distance from your opponent, quickly press LK, RK. The first kick comes out and misses your opponent, leading them to believe they're safe. Then, out of nowhere, the second hit smashes them to the ground.

If you constantly throw uppercuts at your opponents, they have almost no choice but to stand and block. A crouching opponent is knocked high into the air, allowing you to unleash long air juggle-combos, which usually leave your opponent lifeless. One of the most useful combos is the simple yet elegant four-hit chain attack: ↘RP ↘LP →→RK ↗LK + RK.

A full-page illustration of Heihachi Mishima from the Tekken series. He is a muscular man with a goatee, blue eyes, and large, dark, pointed ears. He is wearing a black sleeveless top, a black and white checkered belt, and black pants. He is standing with his arms slightly out to the sides, fists clenched. The background is a warm, orange-brown gradient with swirling patterns. The name "HEIHACHI" is written in large, bold, yellow capital letters across the middle of the image.

HEIHACHI

Heihachi is, without a doubt, the best character in the game. His special arts inflict massive damage, and his combos can kill you in less than 5 seconds. He combines all of Kazuya's moves with a few of Paul's to create an arsenal of special arts that is incomparable. If you want to win, play Heihachi. Heihachi is everyone's final boss except his own.

SPECIAL MOVES

LEFT RIGHT COMBO

LP, RP



Damage

8%

9%



VARIATION

DAMAGE

LP, RP, RP

8% 9% 20%

RISING SUN

↗ RK, RK



Damage

20%

12%



RISING UPPERCUT

↗ ↓ ↘ RP



Damage

24%



DRAGON UPPERCUT

↗ ↓ ↘ LP



Damage

40%





LEAPING SIDE KICK

→ → → LK (Stuns)

24%

Damage



HELL AXLE

↗ LK (Stuns)

20%

Damage

VARIATION

↗ LK, RK

DAMAGE

20% 16%



RIGHT SPLITS KICK

→ RK

24%

Damage



TSUNAMI KICK

Rise, RK, RK

16%

20%

Damage



HEIHACHI

SPINNING DEMON

→↓↘ RK, RK, RK

Damage

13%

9%

9%



VARIATION

→↓↘ RK, RK, RK, rise, RK, RK

DAMAGE

13% 9% 9% 16% 20%

FLASH PUNCH COMBO

LP, LP, RP



Damage

8%

8%

16%



FORWARD FLIP KICK

↗ RK, LK (very quickly in succession)

Damage

17%



SPINNING BACKHAND

→ RP

Damage

9%





DOUBLE UPPERCUT

↘ LP, RP

8%

12%

Damage



PUNCH TO GET AWAY

↘ RP + RK

20%

Damage



LEFT SPLITS KICK

→ → LK

24%

Damage



JUMPING MIDKICK

→ ↓ ↘ LK

28%

Damage

VARIATION DAMAGE

→ ↓ ↘ LK

20%



HEIHACHI

DEMON UPPERCUT

→ → RP

Damage 32%



THROWS AND GRABS (WHILE CLOSE)

PILE DRIVER

RP + RK

Damage 32%



NECK BREAKER

LP + LK

Damage 28%



STONE HEAD

→ → LP + RP

Damage 28%



COMBOS

↘ LP, RP ↘ LP → LK



↘ RP, Walk In, LP, Walk In, LP → ↓ ↘ RK



→ ↓ ↘ RP, Walk In, LP → ↓ ↘ RP ↑ RP ↗ RK, LK



↘ RP, Walk In, LP → RK ↑ RP ↗ RK, LK



→ → RP, Walk In, LP, Walk In, LP ↓ ↘ → RP ↑ RP



↘ LP, RP ↘ RP ↓ ↘ → RP ↑ RP ↗ RK, LK



→ ↓ ↘ RP, Walk In, LP ↓ LP → RP ↑ RP ↗ RK, LK



→ ↓ ↘ RP, Walk In, LP, Walk In, LP ↓ ↘ → RP ↑ RP ↗ RK, LK



10-HIT COMBO

→ → P, RP, LP, RP, RP, LK, P, RK, RK, LP, RP, LP

ADVANCED FIGHTING TECHNIQUES

The most useful move in Heihachi's arsenal is his Double Uppercut. This move is excellent because, when it connects, it pops your opponent into the air and gives you the chance to inflict major damage with a huge Juggle-Combo. When playing against someone who always attacks, simply back away. Then, when you sense an attack coming on, use the Double Uppercut to counter.

By using only the first part of Heihachi's Spinning Demon, you can keep your opponent blocking, which will give you a chance to throw. Always be looking for chances to catch your opponent with a quick Pile Driver or Neck Breaker.

With Heihachi, you can almost always keep your opponent at bay with the Rising Uppercut. If you stay out of their range of attack and quickly execute the Rising Uppercut when you see them advance, you'll pop them up into the air (unless they are quick to block). Then, you're set up for a giant Juggle-Combo.

EXTRA HEIHACHI MOVES

SHADOW STEP

← ← ←

HAMMER PUNCH

↓ LP



HAMMER PUNCH/ POWER PUNCH

↓ LP → RP

HEAVY POWER PUNCH

↓ ↘ → RP

SECRETS OF TEKKEN

CONTINUING IN GALAGA

If you want to spend a little time playing some Galaga, there's a simple way to continue playing before the CD loads Tekken:

As long as you score a "Perfect" on each stage of Galaga, you progress to more stages—up to 8.

However, if you don't score a "Perfect," you can restart the failed stage by pressing the Select button while viewing your hit percentage immediately after the stage ends.

GETTING DOUBLE SHIPS IN GALAGA

The Double Ships can be achieved in two ways:

First, you must score a "Perfect" on Stage 1 in under 18.5 seconds. This is very difficult, but really needs to be mastered if you want a shot at defeating all 8 stages perfectly.

Second, you can use a code to get the Double Ships from the very start. As the CD is loading—while the SCE and PlayStation logos are on-screen—press and hold all of the following on the second player's controller: UP, L1, X, Δ. You can release these buttons once Galaga has started and you see the Double Ships.

PLAYING AS DEVIL KAZUYA

The mysterious 18th character in the game is Devil Kazuya. Nobody knows where he came from. Nobody knows his purpose. He is evil incarnate!

In order to play as Devil Kazuya, it's going to take more than a simple code. The only way to access this evil character is by defeating Galaga with perfect scores on all 8 stages. There are also a couple extra rules you have to play by:

First, You may not use the "code" method for obtaining the Double Ships. If you need the Double Ships to beat all 8 stages, you'll just have to get them the hard way.

Second, you are limited to only one—you heard right—one Continue.



Once you pull off this spectacular feat, you'll need to know exactly how to choose Devil Kazuya. If you've fulfilled the requirements in Galaga, simply start the Arcade mode, highlight Kazuya, and select him by pressing the Start button. He can't be chosen in 2 Player VS mode. Only one human player can choose him at a time, so you and a friend can't play Devil Kazuya versus Devil Kazuya.

GALAGA STAGES

The following illustrations show the flight patterns for the enemy ships for each stage of Galaga. With these, and a little practice, you should be playing as Devil Kazuya in no time.

STAGE ONE



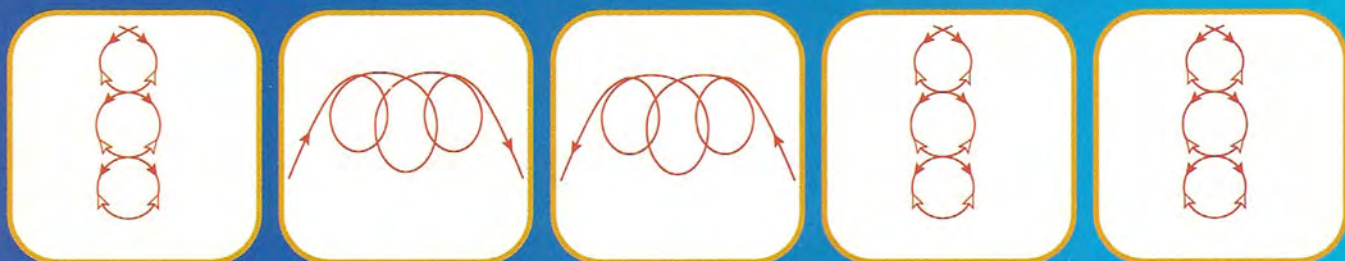
STAGE TWO



STAGE THREE



STAGE FOUR



STAGE FIVE



STAGE SIX



STAGE SEVEN



STAGE EIGHT



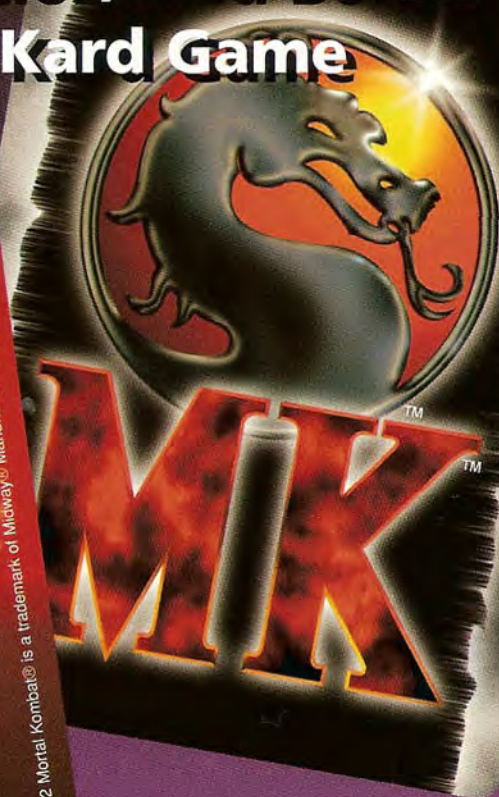
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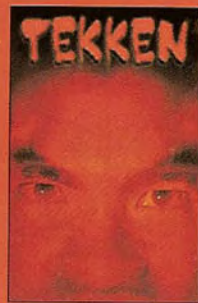
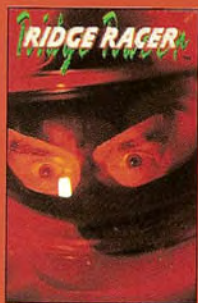


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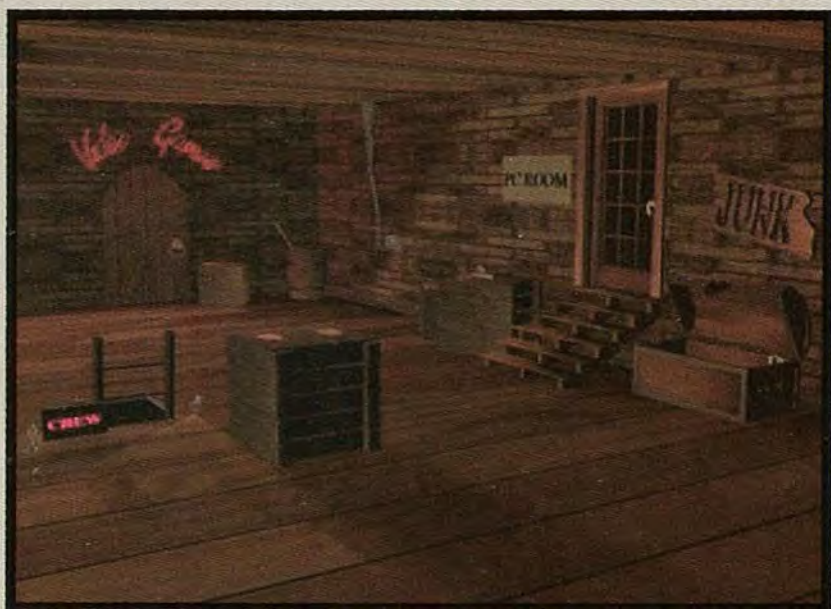


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